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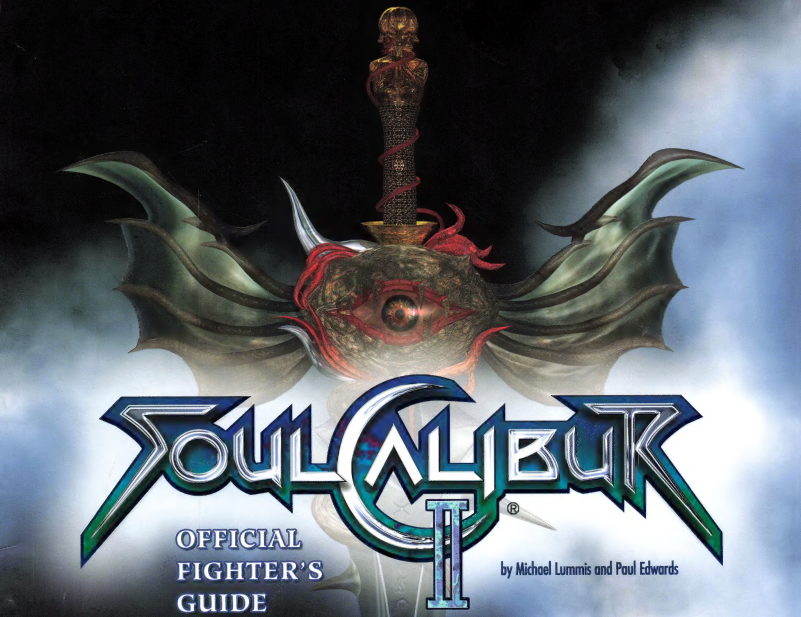

SOULCALIBUR II®

OFFICIAL FIGHTER'S GUIDE

by Michael Lummis and Paul Edwards

This game has received the following rating from the ESRB: T TEEN ESRB

Covers XBOX™, Nintendo GameCube™ and PlayStation®2 Computer Entertainment System

namco®

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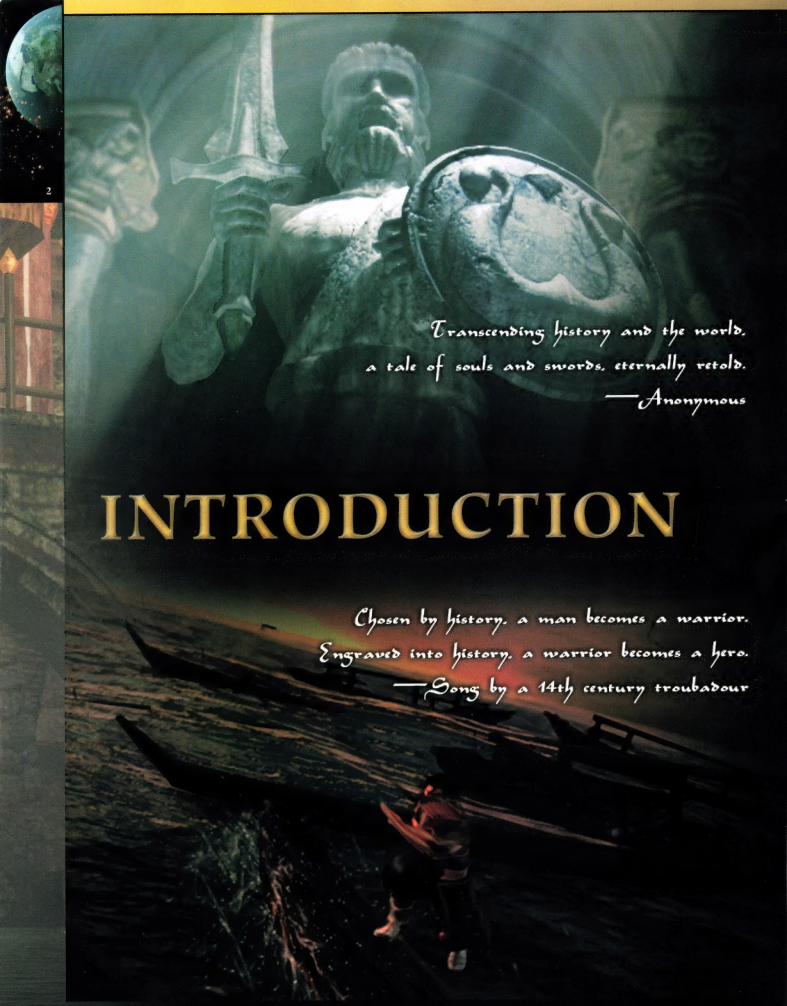


Transcending history and the world,
a tale of souls and swords, eternally retold.
—Anonymous

INTRODUCTION

Chosen by history, a man becomes a warrior.
Engraved into history, a warrior becomes a hero.
—Song by a 14th century troubadour

AND THE SOUL STILL BURNS

A plague of suffering and violence has swept Europe into an age of heroes and villains. Driven by the legacy of two cursed blades, people from every land are gathering to retrieve the evil sword, Soul Edge, but their goals are just as diverse as their backgrounds. Some seek the legendary blade for salvation or freedom, others for power, and there are dark creatures that would wield the sword for their own evil intentions. In the center of this maelstrom are some of the finest warriors who have ever lived. Who will be able to stop the nightmare of destruction that burns throughout the land?

SOULCALIBUR®II is coming west, and players can finally revisit one of the finest fighting franchises that has graced game consoles. Without moving away from the previous games' fighting engine, this new title brings expanded play styles, original moves, and a greater variety of action. The feel of each fighter is more distinct and the battles are as intense as ever. Prepare for more realistic challenges from the AI, a good session of unlocking hidden goodies in Weapon Master mode, and late night duels against fellow players that make it all worthwhile.

This guide offers many things to players who are about to pick up *SOULCALIBURII*. For beginners, the guide offers a source of basic moves, explanations, strategies, and history. These elements work together to bring novices up to speed with players already possessing knowledge of the game. These gamers won't have to face a steep learning curve or any frustration because the guide provides a number of early sections to slowly raise the reader's skills. Intermediate players are given a number of expanded character sections that identify more specific attacks and combinations, giving them a head start on getting past the changes between *SOULCALIBUR* and its sequel. Even top-notch arcade players who have spent months on the latest release of *SOULCALIBURII* machines will be pleased to have an updated console command list, background information, and strategies that push even veterans to the next level.

Instead of combining strategies from various characters into arbitrary sections, the vast majority of this book centers around the characters of *SOULCALIBURII*; each character section is the center of information for that person's command list, basic style tips, strengths, weaknesses, and advanced play strategies. Readers won't have to flip back and forth looking for one thing or another. This book is all about giving people the most information without getting in the way of their game time.

HISTORY OF THE SERIES

Namco brought Soul Edge to the arcades in 1995. A three-dimensional fighter, this game featured weapon based combat with a style that had rarely been seen before that time. *Soul Edge* was certainly a good start for the series with its colorful characters, interesting throws, and exceptional weapons.

Soul Edge was ported to the console world late in 1996. *Soul Blade* was the name of the console release of Soul Edge in North America and Europe, released early in 1997. This game gave many players a chance to see an entirely new way of playing fighting games.

In 1998, Namco released ***SOULCALIBUR*** as a sequel to *Soul Edge*. This version of the series increased the number of moves, characters, and combat options. The freedom of the 8-Way Run allowed characters to flow through melees with increased visual and visceral realism. ***SOULCALIBUR*** soon came to the Dreamcast and was exalted as one of the best console games on the market.

With absolutely splendid graphics and artwork, ***SOULCALIBUR*** continues to hold a huge following in Japan, America, and Europe, and ***SOULCALIBURII*** won't have any trouble rekindling the flames. By adding several new characters and showing greater diversity within the existing character styles, Namco has kept the best aspects of their series while giving people new moves and challenges to master.

THE LEGACY

LANGUAGE

General Terms

The following are terms that are used to describe basic actions, concepts, and styles of play.

BUFFERING

The game's engine allows players to buffer many commands while busy with other activities (such as blocking and attacking). This gives people the ability to prepare more complex moves without wasting time between attacks, and it prevents players from telegraphing their intentions.

Example: Seung Mina engages Taki by throwing out a series of pokes (⇨ Ⓐ + Ⓡ), which takes a few moments to fully execute. The attacker can buffer ⇧ ⇧ (pressing up twice to begin an 8-Way Run), then immediately use Seung Mina's arsenal of 8-Way Run attacks without losing time.

TELEGRAPHING

This term is used when players cannot hide the nature of their attacks. Many slow or repetitive moves tend to telegraph where they will strike and when the blow will land, such as Astaroth's Cunyon Creation (⇦ ⇦ Ⓐ). Opponents can use these extensive visual cues to know when to evade, where to block, if it's safe to use a Guard Impact, and counterattack. Telegraphing one's moves is a very bad thing, especially against experienced players.

Offensive Concepts

This section contains terms that center around victory conditions and ways to achieve a glorious end.

JUGGLING

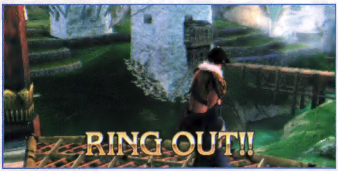
Airborne opponents don't have the ability to defend, so attackers can hit them several times before they land. This is known as juggling. Although the additional strikes do less damage under these circumstances, a strong juggling game is a tremendous asset.

LAUNCHER

Moves that throw an opponent into the air are known as launchers. Launchers are a critical part of a person's juggling game, presenting opportunities for follow-up attacks. Launchers are often slow to complete and leave the attacker exposed if blocked.

RING OUT

Characters who are thrown or knocked out of the ring's borders during a fight instantly lose the match. This event is called a Ring Out.



SLIDE INPUT

Certain moves execute only if they are entered within the span of a single frame shift. Because one frame lasts for 1/60 of a second, Slide Input commands must be entered with considerable haste. In the text, moves of this sort are written with a lower case for the first button to be entered and a capital for the second. For example, ⓐ Ⓑ means a Slide Input command where the Ⓐ button must be followed by the Ⓑ button within a single frame shift.

SOUL CHARGE

Pressing Ⓐ, Ⓑ, and Ⓚ simultaneously starts a Soul Charge. For a short time after a glow effect is completed, the character does extra damage with a successful strike. Also, certain moves can only be executed while the character has completed a Soul Charge.

There are three levels of Soul Charge, and a character advances through these by continuing the charge without blocking or making any attacks. Often, there are greater advantages to using moves while at higher levels of Soul Charge, beyond higher damage. Many moves become unblockable with a high level Soul Charge, and even a moderate charge leads to Guard Breaks with certain strikes.

WAKEUP GAME

Wakeup is the animation during the time a character gets up from the ground. People use a mixture of low attacks (against still opponents), tracking ground attacks (to counter Quick Roll), quick mid attacks (for foes who rise into a defensive crouch), and throws (for people who jump to their feet). Varying the harassment keeps opponents guessing about what to do when they land.

Attack Requirements

This section details the positioning required for certain strikes.

BACK FACING ENEMY

In general, these moves spin the attacker around to engage the opponent. They are available when the opponent is behind the attacker.

WHILE CROUCHING

This is a term for character moves that can only be made from a crouching stance. Although many of these are low attacks, some hit mid or even high.

JUMP

Jumping attacks are made by pressing ↖, ↑, or ↗ and a specific button or combination of buttons. Many of these strike high and are fairly slow to recover.

JUMP DELAY

These are also aerial attacks, but the attack button isn't pressed until the character is already in the air. To leap, press Ⓑ ↖, ↑, or ↗. These are also referred to as Jump Delays.

WHILE RISING

While rising moves require that the character be rising into an upright stance when the buttons are pressed.

Attack Attributes

The following terms identify effects from various attacks.

AUTO-COUNTER

Certain moves exist to thwart an opponent's attack in an active fashion. Known as Auto-Counter, they serve to give the fighter who uses them either a free attack, perhaps a Soul Charge, or some other benefit beyond avoiding the damage from the incoming strike.

Raphael's Blood Roar (↗Ⓐ+Ⓚ) is a perfect example of an easy Auto-Counter. Although it must be timed correctly, being attacked after the Blood Roar has begun causes an Auto-Counter to occur against the other fighter. Auto-Counters hit after the initial impact.

COUNTER HIT

It is more dangerous to attack opponents who are already beginning on their own strikes, but the rewards for a successful hit are similarly greater. Counter hits apply when character is struck while executing an attack, taking more damage or possibly becoming staggered. Moves vary in their properties during a counter hit event, making them far more lethal than others.

GUARD BREAK

Moves that have Guard Break as a property knock the defender's weapon out of the way, provided they successfully block the attack. This puts the defender in an exposed position—similar to a post-Guard Impact state. Until the defender recovers, he or she cannot move, attack, or block. The only tool that remains is to use Guard Impacts on incoming strikes.

HITS GROUNDED

Moves that hit grounded targets are able to strike victims lying on the ground. Thus, moves that hit grounded targets come into play a great deal during the wakeup period.

KNOCKBACK

Knockback refers to the ability of an attack to push defenders away.

KNOCKDOWN

Moves that cause knockdown knock their victims over, leaving the hapless victim exposed to various wakeup techniques.

STAGGER

A number of moves have stagger properties or gain them during Soul Charges. If a successful stagger attack is levied against an opponent, the victim will not be able to move, attack, or even defend under most conditions. Because of this, staggers are ideal for setting up complex or predictable attacks.

The following table covers the names and effects from the various staggers.

STAGGER EFFECTS

STAGGER PROPERTY	EFFECT OF STAGGER
Crumple	Characters collapse onto the ground; high horizontals are worthless follow-ups
Double Over	One of the few breakable staggers; hold Ⓐ and press any button repeatedly
Fall Back	Characters collapse quickly; ground hits and very fast responses are useful
Flop	The victim hops up and down for a short time; almost anything goes in response
Spin	Victims spin in circles, unable to defend against anything
Quake	Affected characters lose their footing, but don't fall over

TRACKING

Moves that track are able to deal with evasive opponent movement, such as Side-Stepping, without missing their mark. This is not an all-or-nothing aspect of combat. The gradient between pure verticals, that do not track at all, and moves which track foe movement is a long one.

To see how tracking works, select Seung Mina in Practice Mode and under Free Style Settings, select 8-Way Run and either Step Right or Step Left. Use only Light Crane (Ⓐ+Ⓚ) without inputting any directions, and watch as she turns while attacking to follow the movement of the practice opponent.

UNBLOCKABLE

Unblockable attacks must be evaded or countered for damage to be avoided. Many of these attacks telegraph their intentions, giving the defender time to evade or make a quick attack to disrupt their attacker. Many unblockable moves come with a long charge time or require a Soul Charge.

SOUL CHARGE UNBLOCKABLE

Moves that are blockable under normal circumstances may become Soul Charge Unblockables after certain levels of charging. These are often quite advantageous because defenders suddenly have to fully evade blows that are normally fast but blockable.

Cutlass Thruster (⇦⇦Ⓐ+Ⓚ) is an example of a Soul Charge Unblockable. In this case, if Cassandra has a Soul Charge Lv3, her attack with Cutlass Thruster will hit even a properly guarding target.

Defensive Terms

The following techniques center around avoiding damage through evasion and blocking.

8-WAY RUN

Holding any direction engages the 8-Way Run. Using 8-Way Run is useful for dodging vertical attacks and many kicks. Although horizontals are still effective against a Side Stepping opponent, the defender can still block or crouch at any time during an 8-Way Run. Effectively, attackers must make limited harassing strikes to knock targets out of an 8-Way Run without exposing themselves to throws or counterattacks.

Note that there is another way to engage 8-Way Run. Double tapping a single direction initiates 8-Way Run and does so in less time than the normal movement. This method is more effective for 8-Way Run moves used to avoid incoming strikes.

AIR CONTROL

Characters who are launched fly straight up and fall down again right into the attacks of their foes. To avoid this dire fate, input and hold any direction. This influences the path that a launched character takes. As with all evasive techniques, this is not perfect; dodging from side to side won't thwart horizontals well, and controlling away from an opponent won't escape a lunging vertical. Still, this is an important trick for dodging those extra hits that many opponents try to tack on after succeeding with a launch.

GUARD CANCEL

A number of moves can be stopped prematurely with the use of guard cancel. This involves pressing ⑥ during the execution of the attack, sometimes before the first strike is launched, other times between the hits of a combo. Once the guard cancel is recognized and engaged, it takes a short time to recover. Use a guard cancel against opponents trying to predict the attacker's rhythm; it forces them to second guess which attacks will be cancelled.

GUARD IMPACT

Guard Impacts are one of the game's more developed and interesting defensive techniques. Blocking attacks can give the defender an advantage, but a Guard Impact can increase the time to input a return strike.

Repel is the Guard Impact form for high and mid attacks, accomplished by pressing ⇨ ⑥. The timing is such that a defender must input it a split second before an opponent's attack lands. This pushes the attacker back and has a slight stagger effect, although he or she is able to use a return Guard Impact for defense.

Parry is used for mid and low attacks. Enter ⇦ ⑥ to initiate a parry. Although a successful parry disrupts an attacker for a long time in comparison to repel, it is important to realize how exposed a character becomes to throws if a player relies too much on parrying. Throws are almost always high attacks, so attackers may learn to throw the defender when a Guard Impact might be used.

The disruption of enemy attacks and timing seems to offer an unbeatable advantage, but the technique is more sublime than that. Over time, both attackers and defenders learn to avoid some of the instant punishment that is dealt against novice players. Also, the opportunities lost while waiting for the right moment to engage a Guard Impact can take a heavy toll on a player's overall strategy. It is even worse when opponents with a good sense of timing begin varying their routines to slip around Guard Impacts, inflicting high damage on moves that otherwise would have been blocked.

The best place for Guard Impact attacks comes when opponents repeat the same attack. This happens when players become stressed or frustrated. Also, Guard Impact is necessary for foiling players who attack immediately after using a Guard Impact of their own. In that case, try to return a Guard Impact and use the free time to find a better attack position, or use a unpredictable attack, etc.

STEP IN / STEP OUT / STEP BACK / SIDE STEP

This is the most basic form of movement in *SOULCALIBUR II*. Tap any direction to move the character in that direction. Although moves used in combination with this movement are treated as neutral (as if the character had been standing still), there are some very interesting things that can be done here.

Defensively, evasive movement has some advantages over 8-Way Run. A quick Side Step, done with a fast press and release of up or down, gets characters moving sooner than 8-Way Run; wise use of evasive movement is better for avoiding vertical attacks. Characters who have powerful 8-Way Run attacks can have the best of both worlds with a bit of training; a character can tap up or down to Side Step, then double tap during the animation to buffer an 8-Way Run counterattack.

QUICK RECOVERY

A Quick Recovery gives airborne characters a chance to land on their feet instead of being juggled, then collapsing into a prone target (even the best players spend time being juggled in the air during a good match). Press ⑥ while landing to perform a Quick Recovery; the character ends on his or her feet.

QUICK ROLL

A Quick Roll gives knocked back (not knocked into the air, which is covered by Quick Recovery) characters a chance to quickly roll back to their feet instead of ending up laying on the ground. Press ⑥ and ⇧ or ⇩ after being knocked back to perform a Quick Roll.

SIDE ROLL

Characters on the ground are able to roll to either side. Hold up or down—a character can successively make three rolls before automatically rising—to roll. Against enemies who are slow to track horizontally with their ground attacks, this is a good way to escape punishment during wakeup. However, characters like Nightmare are just begging for an opportunity to use tracking ground hits against an unwary defender.

GAME BASICS

It's always a bit daunting to jump into a new fighting series, but this section is intended to provide a leg up for novice players. Many of *SOULCALIBUR*'s common moves, terms, and strategies are listed here. Even players who have put their time in at the arcade or on previous versions may want to look through the *Language* section and brush up on things.

BASIC MOVES

The following descriptions provide a quick idea of the normal attacks and movements used in *SOULCALIBUR*. The use of these basic actions comes easily, but mastery of the movements takes weeks of fine tuning. Players must be able to consistently execute certain motions without extra time or control use.

Normal Movement

Normal movements are made by tapping in a given direction. Tapping up or down will do a very simple Step In or Step Out. Tapping forward or backward will have the character take a short step in that direction. These moves do not offer protection from incoming attacks because the character won't go very far. Short movements like these are more often used to initiate certain attacks.

8-Way Run

Holding in any direction engages the 8-Way Run. This is one of the most powerful tools for evasion in the entire game. Using 8-Way Run is ideal for dodging vertical attacks and many kicks. Although horizontals are still quite effective against a Side Stepping opponent, the defender can still block or crouch at any time during an 8-Way Run. Effectively, attackers must make limited harassing strikes to knock targets out of an 8-Way Run without exposing themselves to throws or brutal counterattacks.

Jump

Characters jump in one of two ways. An attack command is entered that automatically causes the character to jump (⇧ ⑧ is a good example of this for just about everyone). Alternately, a player presses ⑧ ⇧ (guard locks the character in place, and pressing up forces the character to jump).

Inputting ⑧ ⇘ makes the character hop backward, while pressing ⑧ ⇗ makes a character hop toward the opponent. Low attacks against the jumping character miss, but mid and high attacks don't. This makes it very hard to know when it is safe to jump. Observe opponents for patterns of low attacks, perhaps relied upon during a person's wakeup game or after specific combinations of attacks.

Crouch

Pressing ⑧ ⇩ stops the character, then has the character crouch. This is done to avoid high attacks or to prepare for a "while crouching" attack.

Horizontal Attack ④

Horizontal attacks often sweep across the screen, arcing from side to side to prevent Side Stepping opponents from reaching a better position. Although these moves lack the forward range of a lunging vertical attack, use of horizontal attacks can be effective against opponents using 8-Way Run.

Vertical Attack ⑧

Vertical attacks have a surprising range, even with characters who don't have very lengthy weapons. There is considerable mobility in the way most characters use verticals, and that helps to keep foes honest if they are trying to back away for safe, harassing attacks.

Kick ⑥

Kicks are fast, although most of them don't do too much damage. Contrary to the name, some characters use fist attacks and other body movements depending on the "kick" move executed. Kicks are wonderful for pushing people off rhythm during fast attacks. The speed and versatility of kicks combine to allow a defender many options: kick low to stop a high poke, jump and kick to nail a sweeper, Side Step to ravage the mid vertical attacks, etc.

Throw ④ + ⑤ / ⑧ + ⑤

Throws do an impressive amount of damage. All standard throws come in high and ignore whether a foe is defending. Side Stepping is only partially effective, so crouching or using a repel Guard Impact both work better.

Some special throws come at medium range, catching crouching defenders by surprise. Only a few characters have these wonderful tricks. Low throws (or ground throws as they may be called) pull a character off of the ground and give attackers a chance to have their way with opponents.

Block ©

Holding © puts all characters into a guard stance. This prevents incoming high and mid attacks from striking when the defender is standing and blocks low attacks if the defender is crouching. Although blocking an opponent's attacks opens the opportunity for reprisal, a player cannot rely on blocking for every match. Taking a defensive stance reduces a person's options and forfeits initiative.

High Attack

High attacks can be countered by crouching, doing a counter hit with crouching attacks, blocking, Guard Impacting, and Side Steps (some of the time). Most things that a high attack does well, a mid attack does just as well or better.

Mid Attack

Mid attacks have several nice aspects. Standing defenders can block a mid attack, but crouching defenders are hit despite being in a guarded position. Mid attacks are countered only by standing blocks, Guard Impact moves, or Side Steps, provided the attack is vertical. Mid attacks are perfect for knocking down people who crouch too often, and work best when varied with an aggressive throw game.

Special Mid Attacks

These blows hit between low and mid points. Because they are lower, even fewer forms of evasion are able to succeed. Almost every crouch is struck and counterhit by these attacks.

Low Attack

Low attacks don't always do much damage, but these moves are either fast or good at knocking down foes. Defenders are forced to jump, crouch and block, or parry to be safe. Even Side Stepping low attacks can be tricky, as many of these moves are sweeping attacks. Low attacks are best used for their attrition damage; going for a fast and reliable low attack here and there throughout the fight ensures that opponents take damage and may start to second guess their strategy. Players who seldom use low attacks often find opponents settling into much more successful defensive patterns than they should.

UNIVERSAL STRATEGIES

Although there are many strategies in the character sections, there are universal concepts that players need to understand before moving forward. This section explains the core philosophies that drive people's use of offense, defense, and movement in *SOULCALIBUR II*.

Effective Patterns of Aggression

Wanton aggression might work against the uninitiated, but veteran players won't buckle just because a player hammers on the buttons as fast as possible. There are many ways to increase the strengths of aggressive playing, so aggressive and defensive players alike should think about how to maximize their potential.

First, it is important to time attacks carefully. Timing is almost everything in fighting games, and there are many tools in *SOULCALIBUR II* to improve a person's control over such things. Many combos can be cancelled, delayed, or extended depending on the needs of the attacker. In general, using two quick strikes is wiser than taking a combo all the way to its natural conclusion. Tossing variety into the routine makes it impossible for defenders to come up with a blanket strategy (one defense that covers anything that the aggressor might throw at them). For example, an attacker who occasionally uses the third strike or a good vertical combo might catch the enemy just as they stop blocking and move into their own attack; this would count as a counter hit, do more damage, and leave the defender ripe for further beatings!

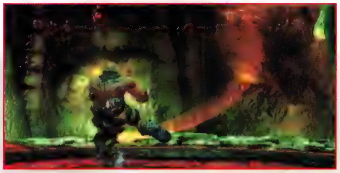
Next, it's essential to mix up the best moves at a person's disposal. Opponents should soon adapt to a player who attacks high, then low, then high, then low. It's too intuitive, and that is a weakness. Aggressors must be versatile and chaotic—in a methodical way! Attackers know what they are doing, so this chaos serves to baffle defenders. Sometimes a player can totally confuse an opponent by being predictable (for a short period). Consider a fighter who is coming high and low, doing a fair bit of both over the course of a match. Suddenly, the aggressor hammers four tandem low attacks into the defender. Prepared for a bit of variety, the defender keeps expecting the aggressor to rise and continue with the normal flow of combat. This type of tandem attacking is especially important for people who get locked into favorite groups of combos.

Although move variety is important, a good attacker knows where to find the bread and butter moves. Some attacks just aren't that useful on everyday skirmishes (Mitsurugi's Full Moon Death stance comes to mind). These moves are often too slow or weak to combat the heavier combos and special attacks that most combatants bring to the table. Thus, it's more effective to use fifteen of the best moves rather than thirty or forty total moves. The best use for eccentric moves is to freak out defenders, especially when they are low on health or are looking tense in the first place. That is all a part of mind games, which are covered later.

The Advantages and Pitfalls of Playing Defensively

Defensive players don't have to worry about attack patterns. That frees them to focus entirely on avoiding damage and initiating counter hits or reprisal attacks. For novice and intermediate level players, this is a fairly strong advantage. If an opponent is also well practiced with evasion and 8-Way Run, this becomes an even more effective tactic. Block and launch reprisal, Side Step and punish, duck and throw, etc. Not only is there a bonus to the defender, but there is a psychological aspect to this as well. Attackers become frustrated when their momentum is turned against them, granting the defender a further advantage.

The only substantial problem with defensive play is in a loss of initiative. Aggressive players who are intelligent about such things often get to determine the pace and style of a match. The aggressor can use light and long-range attacks to pull a defensive player out of his or her shell, or try to score a single shot and wait out the clock, or any number of options. If an aggressive opponent has the patience to understand what a defensive player is doing, many advantages are lost.



Mind Games

Psychology plays a huge part in a *SOULCALIBUR!!* match, or any competitive game. Anticipation becomes a huge part of a person's strategy, and a controlled mind has a monstrous edge over the foe who is easily shaken.

The refined explanation of mind games is that a player should seek to confuse and obfuscate the way an opponent sees the duel. Keep an opponent thinking about the wrong things and more opportunities start to present themselves. Make a foe expect a pattern, then abandon that pattern; feign aggression, then show patience; be able to flow like water from one concept to the next without hint or pause. This is the essence of mastering combat.

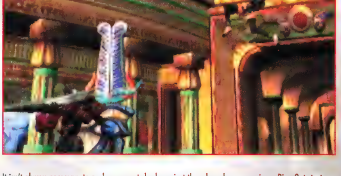
Juggling, Prone Opponents, and Ring Outs

Juggling is one of the best ways to slip in a bit of extra damage against an enemy. Because characters can't defend themselves while airborne, these juggle attacks are some of the safest moves in the game. The trick lies in landing a launcher without losing a leg in the process. Ironically, people who don't go for launch attacks as often have a much easier time succeeding; launchers are usually easy to spot and simple to defend against if a person is ready. Thus, good jugglers build a style that is completely independent of launch opportunities (they just leap at the chance if one arises).

Once an opponent soars heavenward, it's all a matter of timing. Novices should stick to very simple pokes to ensure that some damage is done rather than trying for the *coup de grace* and whiffing in the process. A short burst of kicks or verticals should suffice for this. Later, go into practice mode and work on timing in a comfortable environment; this is a very good way to find brutal juggles. Remember that a juggle combo that works every time is always better than a more damaging routine that only succeeds occasionally.

To start, make sure that both mid and low attacks are used against prone opponents. Low attacks nail the conservative who stay on the floor, and mid smacks punish the brazen who leap back to their feet. Although novices often stand up straight after a fall, a bit of practice makes it easy to choose any position (use a Quick Roll to avoid a simple vertical, get up into a crouch for dealing with high attacks and throws, stay on the ground if a mid horizontal is launched, etc.). This variety makes the task of finishing prone opponents quite daunting. Sometimes, it is even better to sacrifice the hope of a free hit for a better position. Against an opponent who likes to rise fighting, a quick evasive movement or 8-Way Run attack can do just the trick.

And who could forget Ring Outs? No matter how much health a defender has, one slip over the edge spells a humiliating defeat. No one likes to get tossed off, but many characters have Ring Out moves factored into their offensive lineup. People who try to avoid Ring Outs entirely often see Ivy, Nightmare, Mitsurugi, and Astaroth in a pale light; characters who can launch or throw people horizontally are made for this style of combat.



It isn't always necessary to push opponents back against the edge when preparing a Ring Out strategy. Indeed, many of the best Ring Out techniques deal with side attacks (pushing enemies off as they are Side Stepping toward safer ground) or even to toss enemies over a character's head while backed against the edge of an arena. Almost everyone gets nervous and tries to avoid the dreaded Ring Out if they are backed against the abyss, so these alternatives are meant to catch people unaware.

Using Practice Mode, take a careful look at the direction in which a victim falls when they are struck. Going through a character's command list and finding the best moves for pushing opponents in each direction is time well spent. Armed with these attacks, a fighter can threaten a Ring Out just by having the duel move near an edge. This fear narrows an enemy's focus, as most mind games do, and it is critical for exposing foes to cruel combos from Nightmare and others.

Damage Isn't Always the Same

Damage that is dealt when an attack lands varies based on several major factors: current actions of the victim, charge level of the aggressor, orientation of the combatants, and several more specific issues. The following tables explain why there is a great deal of variety in how much damage each move deals.

TO DETERMINE THE APPROXIMATE DAMAGE OF AN ATTACK, USE THE FOLLOWING EQUATION:

Base Damage x (Orientation Percent + Percentage of Optional Modifiers) = Final Damage

DAMAGE MODIFIERS

TYPE OF COUNTER	MODIFIER	EXPLANATION
Attack Counter	+20%	Counter hit against an opponent in a fixed position.
Run Counter	+15%	Counter hit against an opponent who is in 8-Way Run without moving backward.
Step Counter	+18%	Counter hit against an opponent who is moving in any direction except forward or backward.
Back Dash Counter	+40%	Counter hit against an opponent who is moving backward via Step Back or 8-Way Run.

LEVEL OF SOUL CHARGE	MODIFIER	EXPLANATION
Level One Soul Charge	+0%	
Level Two Soul Charge	+15%	Only affects the next successful hit, even if that is part of a combo.
Level Three Soul Charge	+40%	Only affects the next successful hit, even if that is part of a combo.

POSITIONING DAMAGE	MODIFIER	EXPLANATION
Flank Hit	+5%	Cumulative with Counter Hits.
Back Hit	+10%	Cumulative with Counter Hits.

IMMOBILE OR CROUCHED OPPONENTS	MODIFIER	EXPLANATION
Passive Opponent	None	This is base damage.
Guarding Opponent	90%	
Crouched Opponent	107%	
Crouched and Guarding Opponent	96%	

AIRBORNE OPPONENTS	MODIFIER	EXPLANATION
First Juggle	70%	
Second Juggle	60%	
Third Juggle	50%	
Subsequent Juggles	45%	

WALL DAMAGE	MODIFIER	EXPLANATION
Wall Impact	32% of Base	Characters who are hurled into a wall will take 32% of the damage from the final hit before their impact (in addition to the damage from the previous attacks).

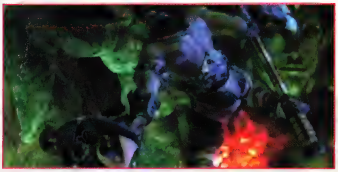
Soul Charge Modifiers tend to dominate the others (not always to the advantage of the attacker). Even when another modifier would yield a higher damage tally, a Soul Charge Modifier that is greater than 0% takes precedence. Thus, Level Two Soul Charges aren't the best at dealing damage.

Inversely, Soul Charges aren't good for a player who is being struck either. A character under the effects of a Soul Charge takes 20% extra damage when struck. This is surpassed during backdash, when the character takes 40% extra instead. Either way, using a Soul Charge is a risky option, but sometimes a risk will win a match.

Are Throws Cheap?

This question comes up from time to time, considering the heavy damage levied by most throws. Novice players often feel that throws do too much for something that is "Unblockable." The issue is more complex than that, and almost everyone sees the answer for what it is before long.

Throws are not cheap because they have more escapes than other attacks. A throw can be ducked; almost all of them are high, making a quick crouch perfect for survival. Throws can be avoided with a Step Back or, sometimes, by Side Stepping. Even a throw which lands can be stopped with a quick tap of Ⓐ or Ⓑ, depending on the dominant button in the throw.



Because a missed or countered throw leaves the attacker at a disadvantage, these factors combine to make throws almost a liability. It's cheap to make other players use broken controllers, or play while suspended over a pool with sharks or badgers. Throws are fine.

Is Guard Impact a Crutch?

As the name implies, some people worry about the dangers of Guard Impact. Sure, everyone goes nuts when they first realize how powerful an advantage a successful Guard Impact can be. A deft parry can open the way for a free throw, or an ugly launcher. There is much that a person can do to ram a Guard Impact home. But, what is lost when a player starts to sacrifice attack opportunities in the name of Guard Impacts?

The short version of things is that Guard Impacts are best used defensively, only applied when enemies become reckless and start to telegraph their intentions. When used in this fashion, defenders can stop an attacker from simply getting up close and winning the fight with quick poke attacks (novice Taki players often try to get away with such tactics).

Offensively, Guard Impacts take time and attention out of a skilled player's game, and they can expose people to a world of pain against chaotic and perceptive opponents. A person who waits for an opportunity to spring a Guard Impact isn't thinking about attack possibilities, or traps that could be sprung against them, and so forth. It takes precise timing to make sure that everything comes together, and attackers who suspect this invariably come up with a slower attack, a good fake, or something to open the door. After that, it's time for punishment.

Even defensive Guard Impacts can be abused. After an attacker has been parried or repelled, the natural reaction is to re-Guard Impact, assuming that the defender will try to take immediate advantage of the opening. However, crafty defenders know that it won't help them to get into a Guard Impact war—these can easily go on for seven or eight tandem Guard Impacts when both players are being silly. The best way to handle defensive Guard Impact use is to assume nothing and rely on raw reflexes. That is the only tried and true way to keep from getting faked out and sliced.

That sounds difficult, and indeed, it is. That is why players at the highest levels of *SOULCALIBUR!* are more cautious in their Guard Impact use than most average players, who are fine players but aren't quite as unpredictable.

Getting More Out of Training

If time is not a concern, training is not very worrisome. Play often, fight the best people, and improve! However, players can get more bang for their buck in training by focusing on certain elements as they progress through the various "levels" of skill.

Novice players should not try to master individual character or command lists. Instead, these beginners should find the most improvement from learning what movements and actions are common to all characters. Practice Side Stepping, jumping, blocking, Guard Impacts, and the way some moves are similar: ⇩ Ⓚ is a low kick for many characters, ⇦ ⇨ Ⓖ often moves quickly forward and deals a fair bit of damage, etc. Learn how to roll forward and backward (⇩ ⇘ ⇨, ⇩ ⇙ ⇦) because these movements are the basis for many higher level actions.

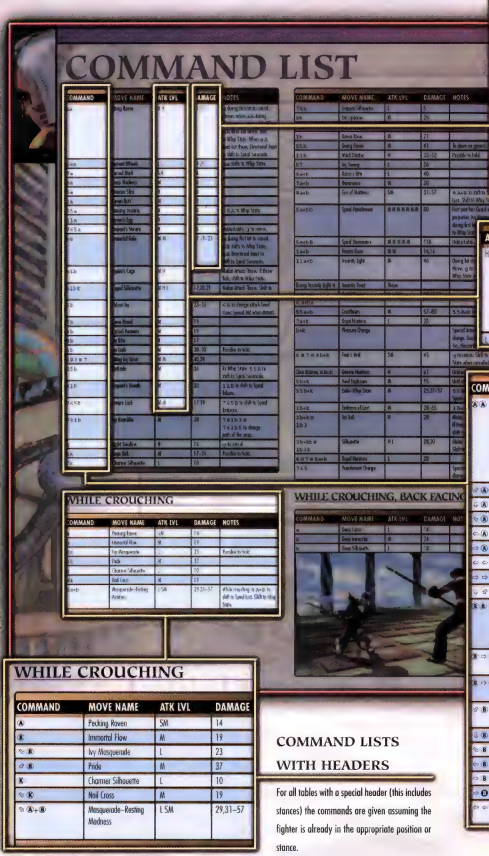
The intermediate player understands how to make every character work at a basic level and is ready to sit down with the command lists. At this stage, players may want to specialize in a single character to start working on more advanced styles of play. Even if a person wants to master all characters eventually, this is a stage where people should not jump from character to character every few matches. Memorize all of the moves for a single character, then practice all of these until they become second nature. Learning the time and place for a character's more selective attacks prevents people from hesitating during active play (even fractions of a second spent remembering the right move are hard to make up against skilled opponents).

After mastering the basic actions and command lists, turn toward the highest and most lengthy aspect of training: learning to use each character with perfect efficiency. This is not an easily completed task. It involves finding the best juggle moves and timing, what actions are best for Ring Outs in each direction, best wakeup tactics against various opponents, how to work Soul Charging into a character's routine and which actions are aided the most by Soul Charges. Some people have been playing this series since *Soul Edge* was in the arcades, and these players still come up with new tricks and ways to enjoy the game.

HOW TO READ THE CHARACTER SECTIONS

CHARACTER INFORMATION

This section provides details about the fighter, including vital stats and weapon information.



DAMAGE COLUMN

Damage—the damage information provided in this column is not a static figure. This is the base damage (100%) done by the move with the character using his or her default weapon.

Look on page 14 (in Game Basics) for more information about damage modifiers. Look on page 164 (in Weapon Gallery) for more information about each character's weapons.

ATK LVL

Attack levels—H: High / M: Mid / SM: Special Mid / L: Low

Look on page 12 (in Game Basics) for more information about Attack Levels.

COMMAND COLUMN

White Buttons & Black Buttons—a white button (such as Ⓐ) indicates that the button only needs to be tapped to execute a move. A black button (such as ❍) indicates that the button must be held to execute the move.

White Arrows & Black Arrows—a white arrow (such as ⇨) indicates that the direction only needs to be tapped to execute the move. A black arrow (such as ➡) indicates that the direction must be held to execute the move.

★—a star indicates letting the controller return to a neutral position.

Small Button—a small button followed by a larger button (such as Ⓐ❍) indicates a Slide Input. Tap the smaller button, then immediately tap the larger button to execute a Slide Input.

+—a plus sign between two buttons indicates that the buttons must be pressed simultaneously. If no plus sign is present, the buttons should be pressed consecutively.

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE
Ⓐ	Pecking Raven	SM	14
Ⓚ	Immortal Flow	M	19
⇦ Ⓡ	Ivy Masquerade	L	23
⇗ Ⓡ	Pride	M	37
Ⓚ	Charmer Silhouette	L	10
⇨ Ⓚ	Nail Cross	M	19
⇦ Ⓐ+Ⓡ	Masquerade–Resting Madness	L SM	29,31–57

COMMAND LISTS WITH HEADERS

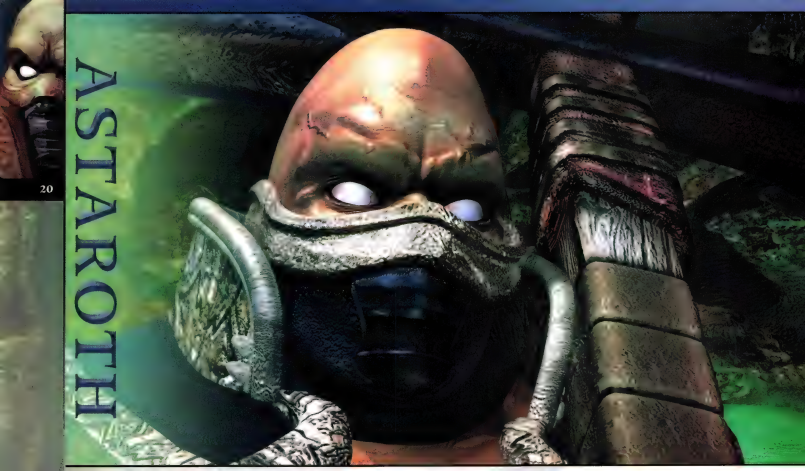
For all tables with a special header (this includes stances) the commands are given assuming the fighter is already in the appropriate position or stance.

The command names given in the body of the character sections appear with the command in the first instance only. All subsequent uses of the command names do not include the command. Refer to the initial use of the command name or the command lists if you need to find the command.

THE CHA

RACTERS

ASTAROTH



PROFILE

WEAPON: Giant Ax, Kalutues

DISCIPLINE: Gyulkus

AGE: Seven Years Since Initial Creation

BIRTHPLACE: The Grand Shrine of Pulgoea

HEIGHT: 6'4"

WEIGHT: 287 lbs.

BIRTH DATE: September 3

BLOOD TYPE: None

FAMILY

Servants of Ares, the Greek god of War

BIOGRAPHY

Receiving Ares' oracle to seek the sword, the grand priest Kunpaetku used the cult's black arts to create a golem. The grand priest named the golem Astaroth.

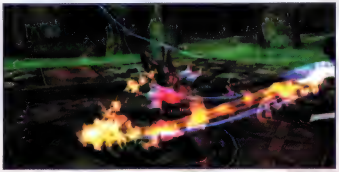
When Astaroth eventually found it, the sword was in a weakened state, having lost half of itself in battle.

Deciding that his god would not be pleased with the blade in this condition, the golem followed the orders of Nightmare (who wielded the sword at the time) and slaughtered countless victims in order to strengthen the unholy weapon. Three years later, the blade had recovered its power, and the time was nearing for Astaroth to take Soul Edge from Nightmare's grasp.

Unfortunately for Astaroth, he was defeated by one individual before he could accomplish his goal. Astaroth was a subject of bitter hatred for those who managed to survive his innumerable massacres.

Four years later, Astaroth was resurrected. It was a feat only superhuman powers could invoke. It could be said that it was a form of miracle. Astaroth's body also absorbed pieces of Soul Edge, which made him far more powerful and merciless.

Eventually, Astaroth must have remembered his purpose, for he hefted his familiar ax and vanished into the mist.



ELEMENTS OF STYLE

Astaroth has much in common with Ivy, though few would see any similarities. In terms of combat, they share many traits. Both are hard to learn, require excellent timing for defense, and are rough choices for a beginner. Astaroth and Ivy also share high damage unblockables with fair potential, heavy throws, and some dirty tricks.

Astaroth is a tool of destruction if he stays a step ahead of opponents. Players should appreciate his ability to push defenders around even when they don't take damage from a shot, and the brute has enormous Ring Out potential. Astaroth can punish foes equally well with his horizontals and distant verticals. Add the physical intimidation of playing one of the largest characters in the game, and mind games become even easier to play. Astaroth may not be easy to use, but he doesn't lack for style or power.

A rare ability in *SOULCALIBUR II*, Astaroth can throw crouching and grounded enemies. This is a tremendous advantage against people who haven't mastered throw breaks. Defenders who duck instinctually must seek other evasive tactics. The best way to deal with Astaroth is to get in close and poke away with fast attacks. Though it takes a bit of time for Astaroth players to learn how to deal with this, at least they know what to expect from almost everyone they come across. Luckily, Astaroth has many moves that can be held and turned into natural combos or limited throws. Every Astaroth weakness has a counter for people who are willing to learn.

STRENGTHS

Astaroth is all about dealing damage in large chunks. Instead of using speed to score many hits, Astaroth can only manage to squeak a hit in here and there. For heavy blows, Astaroth has a hold or throw that can be attached to almost everything he has. This makes it more dangerous for people to assume that the coast is clear after a swipe. Knockdown maneuvers make up the bulk of Astaroth's repertoire. If he had a better wakeup game, Astaroth would easily be able to take a spot at the top.

Astaroth can throw standing defenders, crouching targets, and even victims who are already down on the floor. Because of this constant threat, no one can afford to stand still against Astaroth under any circumstance. Opponents may try a Quick Recovery to avoid the ground throw, but that exposes them to Astaroth's crouching and standing throws. Rolling and Side Stepping seem like decent ideas, but Astaroth can punish those tactics; he has sweeping horizontals at almost every height, allowing him to nail grounded targets with some attacks.

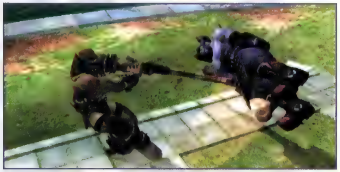
And, what is better than one of the most abusable moves in the game? Poseidon Tide Rush (↓ ↗ ← Ⓐ) is an active throw that starts at weapon range, striking mid. It does more damage than normal throws and can't be avoided once the throw has begun. If foes take the exhausting efforts to protect themselves from it at all times, they lose initiative in many encounters, and risk being nailed by low attacks more than they should.

WEAKNESSES

Speed, speed, and speed. It requires hours of practice to learn how to keep Astaroth moving properly. Even a single failed attack can spell the end of the fight for Astaroth. Once the giant starts taking damage and getting hit, it can be very hard to turn the tide. The faster the enemy, the harder it is for normal players to survive. Sure, Guard Impacts can fill the gap slowly, but the best opponents are just waiting for Astaroth to lean on his Guard Impacts; that will only make things worse for him.

Astaroth has horizontals that cover half of the world, but sometimes his vertical reach falls short of where it appears it should go. Enemies are free to rush in and attack Astaroth if he simply swings back and forth, hoping to scare everyone away. Instead of relying on range, Astaroth is forced to mix single swipes with double-ups and several special moves. If Astaroth falls into any pattern, the match likely ends early and badly. Nobody gets Guard Impacted or punished as quickly or as easily as a predictable Astaroth.

Evasion is a harsh mistress for Astaroth. Some of the characters can easily duck under high attacks, but not Astaroth. Similarly, Side Stepping isn't kind or gentle for the big guy unless he starts moving well ahead of time. It's hard to survive any type of close contact with Astaroth being limited to slow attacks. Side Step and punish for most characters becomes more like Side Step, pray, and punish. Instead of blocking or using a heavy Side Step routine, Astaroth often needs counter hit attacks to restore initiative. This is harder than it sounds.



PATH TO MASTERY

Learn how to keep Astaroth moving and avoid the pokefests that some people try to use against the golem.

Trying to Pick up the Pace

It's always hard to stay ahead of the competition with Astaroth, but there are a few moves that are invaluable when it comes to this. In a fairly linear battle, both Ax Crash (⇨ ⇨ Ⓑ) and Bull Rush (⇨ ⇨ Ⓡ) make fast moves that hit mid and knock down victims. Because these are easily punished if anticipated, it is wise to use these only to respond to repeated button mashing by an opponent. Because Bull Rush can be guard cancelled, a player can threaten to Bull Rush but cancel and start a throw with the same action (⇨ ⇨ ❷ Ⓛ Ⓡ+Ⓑ). Not a bad mixup for timing.

Bear Fang (⇦Ⓡ) gives Astaroth a fast option to stop close-range poking attacks. This attack can be held to alter its timing and damage. Following a successful attack with throws, mixups, and single attacks further increases the value of Bear Fang.

Titan Ax (Ⓐ+Ⓡ) tracks well and threatens Side Stepping enemies at medium to long range.

Use Destruction (Ⓐ⊗Ⓡ) then Ax Volcano (⇨Ⓐ⊗Ⓑ) for a chance to push people into medium range and apply a nasty combo that launches. Used together, these pave the way for Hades Cannon (⇩ or ⇧ Ⓑ) against prone opponents.

Ax Grave (⇙Ⓡ) is also fast enough to counter an enemy rush. This one hits low and has a bit of forward range, so it can be used to close. This only succeeds if the defender has been trained with volleys of mids. Still, Ax Grave is harder to punish than it should be if used at range, and that is a huge bonus.

Poseidon Crest (⇩ or ⇧ Ⓐ⊗Ⓐ) is almost as good as it gets for a guy like Astaroth. This maneuver gets him out of the vertical path and flows smoothly into two fast spins. At close range, this is one of the few techniques that keeps Astaroth out of trouble. Abuse of Poseidon Crest encourages enemy horizontal strikes, but selective use is a staple of defensive Astaroth play.

No Matter Where They Stay, It's Throw Time

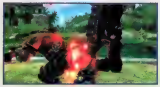
Astaroth has a throw for every occasion. Most of these are slow when compared to Talim's moves (or, really, most other characters) so Astaroth must use them differently. Instead of using throws to nail people during their attacks, try to get people in between moves. To illustrate this example, consider how many of the other characters handle throw opportunities; an opponent overextends, suddenly left open to an evading Side Step and almost guaranteed backthrow. This is harder for Astaroth, who doesn't evade as well, and has fewer options. Not many opponents are going to leave themselves open enough for Astaroth to get all the way behind them for a throw.

Astaroth's throws serve as more of a heavy attack. Use light blows to disrupt poking opponents. As soon as Astaroth gets an inch of breathing room, anticipate what stance the opponent is likely to take. Use high throws the least as they expose Astaroth more often, and work on consistent low attacks until the target crouches and gets nailed with Astaroth's crouching throws, Drop of Lava (⇩Ⓡ+Ⓑ) and Flood of Lava (⇘Ⓡ+Ⓑ). If opponents stand after being thrown this way, return to standard throws. Note that Flood of Lava has a hop to its animation that avoids low attacks from foes. It's hard to time, but the chance to punish predictable ground sweeps is worth the time to perfect the technique.

Astaroth can use a simple command to perform Wrath of the Damned (Ⓡ+Ⓑ) against airborne victims. This adds an effective juggle into a routine without exposing Astaroth. The physical intensity of the move is also nifty for intimidating foes. Throws against downed targets are powerful, but it's much harder to initiate these when the victim stays mobile. Use the threat of Burial (⇩Ⓐ+Ⓡ) to get people to Quick Roll, then smack them with Discus (⇙Ⓐ). This combination is difficult to perform, but important to practice for success.

Flight of the Wicked (Ⓡ+Ⓑ⇨) is a fine way to get a target launched and ripe for an air grab. Use Wrath of the Damned (Ⓡ+Ⓑ) against aerial targets to complete the cycle of misery. Try this out to frustrate and intimidate opponents.

Low Lunges and Low Sweeps!



Astaroth has such a wide range of low attacks and sweeps that he rarely has an excuse to swing at any target that isn't low or mid (if you are going to be slow, at least keep foes guessing).

Because many of Astaroth's techniques begin by hitting low, train opponents and open them for future mid attacks. It's essential to the mastery of Astaroth to understand his fast lows and powerful sweeps. Discus can be used in a variety of ways to prevent an easy Step Back and rush by defenders. Astaroth has the option to turn the attack into Double Discus (↙Ⓐ) or Discus Breaker (↙Ⓐ+Ⓑ). Alternate between all three forms so that people see the low sweep but take a risk if they try to approach after the first pass! If someone tries to move in very quickly between the attacks, try moving from Discus to Ax Crash or Poseidon Crest.

Because Discus isn't even remotely fast, a more rapid low attack is needed. Ax Grave is a start, and Hades Break (↓Ⓐ) compliments it well. Both are easy to use and won't get Astaroth slammed if they are applied between heavier moves. Reverse Tamer (↙Ⓐ+Ⓑ) adds a mixup to these low hits that rises at the end and hits high; try this attack from range to encourage a rush and meet the runner with an ax to the face (don't use this at medium or close range).

Ax Lower Cannon (↘Ⓑ+Ⓚ) is another slow yet useful low attack. This is an attack that crosses a huge path; giving Astaroth long enough range to reach even people who thought they might be safe. If abused, Ax Lower Cannon leads to pain and punishment, but it catches distracted defenders easily. Most people simply underestimate how far Astaroth is going to push that dreaded ax through the floor before it stops.

Poseidon Tide Rush

Poseidon Tide Rush (↓↙←Ⓐ+Ⓑ+Ⓚ+Ⓖ) is about the safest move to abuse in Astaroth's entire lineup. This attack/throw can do major damage (83 points) without putting Astaroth in much danger. Victims, who aren't ready to defend themselves, get hit by this because it has fair horizontal range and attacks mid.

Moving around while engaged in Astaroth's twirling sweeps gives players the freedom to retreat, getting more range, or to advance and threaten opponents who aren't likely to land a counter hit.

Use Offering (↘Ⓐ+Ⓚ) and follow with Poseidon Tide to surprise victims who try to rise quickly and get away from ground attacks. This puts them directly in the line of Astaroth's deadly advance.

Prepare foes for their flight by getting them out of close range; the throw is harder to land and can be much more dangerous for Astaroth if the target is standing nearby when the attack begins. Use a light poke or Bull Rush cancel (→→Ⓐ+Ⓚ) to cover Astaroth's intentions, then guard while buffering the roll back and slap Ⓚ to release Poseidon Tide. Carefully prepared, this throw is quite hard to defend against.

If the first stage of Poseidon Tide misses, Astaroth will keep spinning while the player taps Ⓚ. Up to five additional rotations can be completed before the big guy loses some steam and must stop. Get ready to Guard Impact if these swings haven't landed, because almost any defender will take advantage of this opening. An even better trick, especially against cautious defenders, is to stop Poseidon Tide fairly early. This often grants Astaroth enough time, through hesitation on the enemy's part, to prepare another attack.

Guard Impacts and Follow-ups

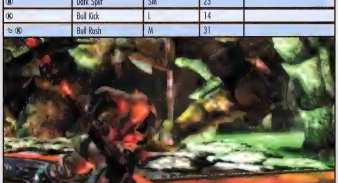
Because Astaroth is frequently under pressure from faster characters, his Guard Impacts and Guard Impact responses are more important than most characters' techniques. Using Flight of the Wicked and Wrath of the Damned after a Guard Impact do hideous amounts of damage. Mixing that with Bear Fang (←Ⓐ) and a followup Hades Cannon (↓ or ↑Ⓑ) keeps the timing difficult for most foes.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Ax Split	H	17–29	Ⓐ (Max) to Attack Throw.
Ⓐ, Ⓐ	Annihilation	H H	17, 24–37	Ⓐ during first hit to cancel. Possible to hold during first and second hits. (Max) second hit for Unblockable Attack Throw. Possible to delay second hit.
Ⓐ+Ⓑ	Destruction	H M	18, 21	Possible to hold first hit. Possible to delay second hit.
⇨ Ⓐ+Ⓑ	Grip Shot to Ax Volcano	H M	14, 36–49	⇨ Ⓐ+Ⓑ (Max) for Unblockable. Possible to delay second hit.
⇨ ⇨ Ⓐ	Tornado Shot	M	31	
⇨ ⇨ Ⓐ+Ⓑ	Tornado Spike	M M	37, 72	
↓ Ⓐ	Hades Break	L	22	
↶ ↷ Ⓐ	Vicious Circle	H	37–55	↶ or ↷ Ⓐ (Max) for Unblockable.
↶ Ⓐ	Discus	L	34–43	Possible to hold.
↶ Ⓐ Ⓐ	Double Discus	L L	43, 25	
↶ Ⓐ+Ⓑ	Discus Breaker	L M	43, 58	
⇦ Ⓐ	Hades Control	H	25–28	⇦ Ⓐ (Max) to Attack Throw.
⇦ ⇦ Ⓐ	Hades Divide	M	28–38	Possible to hold.
↓ ↶ ← Ⓐ Ⓐ Ⓐ Ⓐ Ⓐ	Poseidon Tide Rush	M (Attack Throw) or M (XIS)	83 or 9–45	Directional Input to move.
Ⓐ	Hell Hammer	M	45	
Ⓑ Ⓐ or Ⓑ ↖ ↑ ↗ Ⓐ	Bear Tamer	M H	22, 27	Ⓑ during first hit to cancel. 2P side Ⓑ ↶ ↓ ↘ Ⓐ. Possible to delay second hit.
Ⓑ+Ⓚ	Great Divide	M M	22, 31–54	Possible to hold second hit.
Ⓑ ⇨	Ax Butt	M	18	
Ⓑ ⇨ Ⓑ	Ax Butt Charge	M M	18, 25	
Ⓑ Ⓑ ⇦	Ax Side Divide	M M	22, 27	
⇨ Ⓑ	Ax Side Cannon	M	32	
⇨ ⇨ Ⓑ	Ax Crash	M	45	Distant range attack level is (10).
↘ Ⓑ	Ax Volcano	M	38–45	↘ Ⓑ (Max) for Unblockable.
↓ Ⓑ	Hades	L	31–49	Possible to hold.
↶ Ⓑ	Ax Grave	L	31	
⇦ Ⓑ	Bear Fang	M	27–49	Possible to hold.
⇦ ⇦ Ⓑ	Canyon Creation	M	45–90	⇦ ⇦ Ⓑ (Max)for Unblockable. During hold Ⓑ to cancel.
⇦ ⇦ Ⓑ ↑ ↗ ↓ ↘	Azazel	M	45	
⇦ ⇦ Ⓑ ↑ ↗ ↓ ↘	Azazel Tackle	M M	45, 36	
↗ Ⓑ	Flying Divide	M	54–63	Possible to hold.
Ⓚ	Malache's Vice	H	20–72	Ⓚ (Max) to Attack Throw. Ⓚ to cancel.
⇨ Ⓚ	Hades Knee	M	25	
⇨ ⇨ Ⓚ	Bull Rush	M	31–54	Possible to hold. During hold Ⓚ to cancel.
↘ Ⓡ Ⓐ	Dark Tamer	M H	18–36, 40	Possible to hold first hit.
↘ Ⓡ Ⓐ	Dark Tamer (hold)	M M	18–36, 29	Possible to hold first hit.
↓ Ⓚ	Bull Low Kick	L	14	
↶ Ⓡ Ⓐ	Reverse Tamer	L H	27, 40	
⇦ Ⓡ Ⓚ	Command Kicks	M M M M	16, 19, 16, 19	
⇦ ⇦ Ⓚ	Lower Command kick	M	30	
Ⓐ+Ⓡ or ↑ Ⓐ+Ⓡ	Titan Ax	M	32	2P side ↑ Ⓐ+Ⓡ.
↘ Ⓐ+Ⓚ	Offering	M	40	↘ Ⓐ+Ⓚ (Max) to Attack Throw.
⇦ Ⓐ+Ⓑ	Breath of Hades	M	21–58	⇦ Ⓐ+Ⓑ (Max) for Unblockable Attack Throw.
⇦ Ⓐ+Ⓑ	Atlas Punishment	M	34–45	Possible to hold.
Ⓡ+Ⓚ	Guard Crusher	H	23	Attack Throw.
⇨ Ⓡ+Ⓚ	Body Splash	H	33	Possible to hold. Guard Impact properties (vs High / Mid).
↘ Ⓡ+Ⓚ	Ax Lower Cannon	L	50–98	During close range hit, Ⓡ to switch to Attack Throw.
↓ ↘ ⇨ Ⓡ+Ⓚ	Demented Moon	M	108	Unblockable. Ⓚ to cancel.
Back Facing Enemy Ⓡ+Ⓚ	Side Divide	M	31	
Ⓐ+Ⓚ	Minotaur Crush	M	20	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Hades Break	L	18	
Ⓡ	Dark Split	SM	23	
Ⓚ	Bull Kick	L	14	
↘ Ⓚ	Bull Rush	M	31	



BACK FACING ENEMY

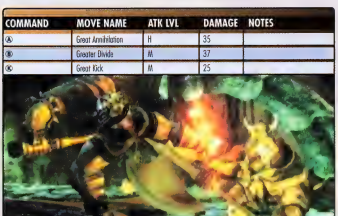
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Ax Split	H	22	
Ⓡ	Reverse Dark Split	M	20	
Ⓚ	Reverse Bull Kick	H	31	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Lower Hades Split	L	18	
Ⓡ	Lower Dark Split	M	25	
Ⓚ	Lower Sweep	L	16	

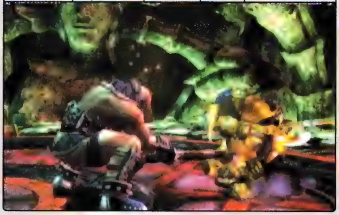
JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Great Annihilation	H	35	
Ⓡ	Greater Divide	M	37	
Ⓚ	Great Kick	M	25	



JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Break	L	27	
Ⓑ	Diving Divide	M	39	
Ⓧ	Diving Tomas	L	21	



8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ or ➚ or ↖ Ⓐ	Tornado Shot	M	31-37	Possible to hold
➡ or ➚ or ↖ Ⓐ+Ⓑ	Tornado Spike	M-M	37, 72	
➡ Ⓑ	Ax Crash	M	49	Distant range Attack Level is High.
➡ Ⓧ	Sliding	L	37	Sliding.
➡ Ⓑ+Ⓧ	Body Splash	H	33-45	Possible to hold. Guard impact properties (vs. High / Mid).
➚ or ↖ Ⓑ	Ax Volcano	M	36-45	➚ or ↖ Ⓔ (Max) for Unblockable.
➚ or ↖ Ⓧ	Bull Rush	M	33-63	Possible to hold.
➚ or ↖ or ↑ or ↗ or ↖ or ➚ Ⓐ+Ⓑ	Titan Swing	H	35-85	➚ or ↖ or ↑ or ↗ or ↖ or ➚ Ⓐ+Ⓔ (Max) for Unblockable.
↑ or ↓ Ⓐ/Ⓑ	Poseidon Crest	M-M	25, 25	
↑ or ↓ Ⓑ	Hades Cannon	M	54	
↑ or ↓ Ⓧ	Stomp of Hades	M	37-56	Possible to hold.
↖ or ➚ Ⓐ	Discus	L	34-41	Possible to hold.
↖ or ➚ Ⓐ+Ⓐ	Double Discus	L-L	41, 25	
↖ or ➚ Ⓐ+Ⓑ	Discus Breaker	L-M	41, 58	
↖ or ➚ or ← Ⓑ	Anzorel	M	45-57	Possible to hold.
↖ or ➚ or ← Ⓑ+Ⓧ	Anzorel Tackle	M-M	45-54, 28	Possible to hold first hit.
↖ or ➚ or ← Ⓧ	Lower Command Kick	M	30	
← Ⓐ	Hades Divide	M	28-38	Possible to hold.
← Ⓑ	Canyon Cleerson	M	45-90	← Ⓔ (Max) for Unblockable.
← Ⓐ+Ⓑ	Breath of Hades	M	21-58	Ⓐ+Ⓔ (Max) for Unblockable throw.
← Ⓑ+Ⓧ	Guard Crush	H	23	Attack Throw.

THROWS

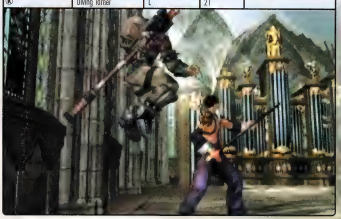
COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓑ	Maelstrom Divide	60	Ⓐ to escape throw
Ⓑ+Ⓒ	Hades Destroyer	60	Possible to hold. Ⓑ to escape throw.
Left Throw	Beat Down	75	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	On Silent Wings	75	Same Button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	The Rock	70	Impossible to escape throw (except Valdo and Astaroth).
Ⓑ+Ⓒ ←	Flight of the Wicked	44	Ⓑ to escape throw
Ⓑ+Ⓒ ➡	Titan Bomb	68	Ⓐ to escape throw.
Against crouching enemy, ↘ Ⓐ+Ⓒ or Ⓑ+Ⓒ	Drop of Lava	70	Same button as throw (Ⓐ or Ⓑ) to escape.
Against crouching enemy, ↘ Ⓐ+Ⓒ or Ⓑ+Ⓒ	Flood of Lava	70	Same button as throw (Ⓐ or Ⓑ) to escape.
Against airborne enemy, Ⓐ+Ⓒ	Wrath of the Damned	65	Impossible to escape throw.
Against downed enemy, ↓ Ⓐ	Dark Immolator	15	Impossible to escape throw.
Against downed enemy, ↓ Ⓐ+Ⓑ or Ⓑ+Ⓒ	Banial	43	Same button as throw (Ⓐ or Ⓑ) to escape.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Spiral Ax	H	43	
Ⓑ	Hades Rising	M	29	
Ⓧ/Ⓐ	Rising Cyclone	M-L	21, 41	

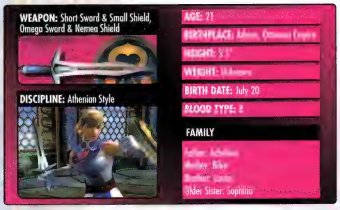
WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Break	L	27	
Ⓑ	Diving Divide	M	39	
Ⓧ	Diving Tomas	L	21	



CASSANDRA

CASSANDRA ALEXANDRA



BIOGRAPHY

It was seven years earlier that Cassandra witnessed a mysterious Asian woman bring Sophitia back and draw out shards of the evil sword out of her sister's flesh while treating her wounds.

Therefore, when Sophitia disappeared again a few years later, Cassandra was certain that her sister had left to contend with Soul Edge once more.

One day, after running errands for her family's bakery, Cassandra visited Sophitia's home. There she saw a familiar metal shard. It was undoubtedly a fragment of Soul Edge.

Angered by her sister's panicked reaction to the shard, Cassandra ran to the Hephaestus Shrine.

"Why are you doing this to my sister? How can you claim to be an almighty god? Answer me!" Cassandra screamed.

Her voice reverberated throughout the desolate hallowed grounds. Cassandra collapsed on the floor, worn out from shouting. It was then that she saw the metal fragment resonating with the holy sword blessed by Hephaestus.

She realized then that Soul Edge was still alive. But she could not allow her sister to carry the burden any longer.

Around the time when light began to filter in from the eastern skies, the holy weapon disappeared from the temple.

ELEMENTS OF STYLE

Cassandra is a warrior with keen timing, a solid defense, and a sturdy attack. At close or medium range, she deals heavy damage, launches enemies for heavy juggling, and goes low or high with deadly combos. It's always a bitter struggle to determine who the best of the best can truly be, but many argue that Cassandra belongs near the top.

Offensively, Cassandra has a terrific set of linear moves. On an even plane, she can attack quickly for high damage, and can counter hit and knockdown with decent frequency. In a war of Side Stepping, Cassandra loses a bit of her edge, but she still has a nice selection of wide attacks along the horizontal plane; many are just harder to use than her linear sword attacks.

Defensively, Cassandra has several quick moves to retaliate after blocking. With her shield raised, this maiden can advance or retreat without exposing herself to an opponent's poking. High attacks are easy to deal with because of Cassandra's many crouching swings and Angel Step moves, and counter hits are fairly easy to score.

Cassandra is a mainstay for anyone who likes an aggressive character with speed, damage, and fair growth potential. One of the turnoffs for some players would be the somewhat two-dimensional place that Cassandra's command list lends itself toward. Unlike many of the other women, Cassandra moves and fights with a direct style that meets men sword-to-sword and shield-to-face.

STRENGTHS

Cassandra has some of the best simple moves in the game. Able to hit mid or low, she has a good mix of attacks, making defenders more than a little nervous. By preventing opponents from edging her in evasive movements (with some good horizontal attacks), she closes yet another door.

Cassandra's natural combos are quick and versatile. Apply a Slide Tornado (⇩⇘➡Ⓚ) or two for speed, then bring out the big guns with a partial Slide Rush (⇩⇘➡Ⓟ). Keep working on both of these until opponents learn the timing for both of them, then start to slip in a longer combo with Slide Sweep (⇩⇘➡Ⓟ⇩Ⓚ) and a complete Slide Rush (⇩⇘➡Ⓟ⇩Ⓟ).

If defenders start to duck often, the fight is as good as over. Cassandra's mid attacks put everyone else's to shame. Try False Slide Kick (⇨⇩⇘Ⓚ) at point blank, use Seraphim Tornado (↖ or ↗ Ⓚ★Ⓚ) to throw off opponents' timing, or use Guardian Strike (⇩⇘Ⓟ) if they are slow to rise. Twin Step Grace (↷Ⓚ+Ⓟ) brings a ton of damage into the fray with a nice double-mid combo.

To begin putting the fear of low attacks into enemies, try Cutlass Serendipity (⇦⇨Ⓚ⇩) and Cutlass Thruster (⇦⇨Ⓚ⇩Ⓟ); these moves make it hard for the defender to know whether to crouch or stand. Thus, most players have to react with great speed. Undertow (↙Ⓚ) May not be quick, but it causes knockdown, does fair damage, and catches frustrated defenders more often than it should. Heaven's Guardian (⇦⇦⇩Ⓚ), Seraphim Heel (↙Ⓚ), and Pure Stinger (↙ or ↖Ⓚ) add variance and show just how many ways Cassandra has to cut people's feet to ribbons.

Advancing on defensive style opponents is often a dangerous proposition, but Cassandra has a few tricks up her sleeve for such situations. Using Angel Step makes it possible to stay low, throw off defender plans, and gain enough time to score a counter hit. Either way, this presents a much safer way to get into position against defensive opponents. Angel's Exile (⇩↘⇨Ⓟ) is perhaps the most famous Angel Step move that Cassandra players use, having King Out potential, heavy damage, and a dark reputation. This is a terrible move to abuse because it puts Cassandra at a heavy disadvantage if it is blocked, but used sparingly it becomes a threat that haunts enemies as they prepare for its approach.

To make better use of Angel Step, try to use normal moves out of Angel Step by pressing ⇩↘⇨★—this puts Cassandra into a neutral stance immediately after the Angel Step animation completes. Going low right after a Angel Step really messes with people's minds if the timing is perfect; they can't afford to attempt a duck at this point, because Angel's Exile would be waiting just a step behind.

Cassandra's use of wide horizontal attacks makes sure that her Side Step game is not overshadowed by more mobile characters. A quick burst of light horizontals works to discourage Side Stepping, while Angel Snipe (⇨ ⇨ ⓚ) advances to reach for people who are using 8-Way Run to back off. Combined with Cassandra's Angel Step moves, this keeps enemies from having any sincere measure of safety if there are remotely close to her.

WEAKNESSES

Cassandra must constantly battle against predictability. She has a number of powerful moves that opponents must counter, but playing Cassandra as a five-move wonder is a sure ticket to mediocrity, while it takes a fair bit of skill to learn the perfect timing for several dozen moves. In truth, Cassandra is quick to pick up but a slow character to max out—she is somewhat like Nightmare in that regard.

For instance, Angel's Exile is bliss, scoring high damage and consistent hits all over the place — for a while. After enemies figure out what they are doing wrong, Angel's Exile suddenly becomes a good way to get Cassandra punished. The key with this, Slide Sweep, Slide Tornado, Angel's Wave (ⓚⓚ), and other strong Cassandra moves is to master and use all of them. Every character needs to mix their routines for maximum effectiveness, but Cassandra has to use many different moves in every encounter to be at her best.

That is really Cassandra's central weakness. She won't reach her highest level of performance without a player who has considerable skill with juggling, combos, using Angel Step moves, eccentric 8-Way Run attacks, and so forth.

PATH TO MASTERY

The road to perfection is a long one. Practice the following techniques to broaden Cassandra's options during serious fights.

Harp on the Wounded

Cassandra has some light juggles and a good wakeup game to match. Though many of her moves are fast enough to hit airborne targets for extra juggle damage, it's a bit better to do just enough damage to aggravate the victim without giving them time to gain air control. This way, Cassandra players know when and where victims will land, setting up better wakeup attacks. Thus, a light kick or two does some light damage against a launched opponent without taking much time or concentration from the aggressor.

With enough timing variety in Cassandra's kicks or other light juggling moves, opponents have a harder time pulling off a Quick Recovery. Even if they do, there are many wakeup moves available to Cassandra. Seraphim Heel looks like a mid or high coming in, but it's just a fast stomp. If opponents get up into a crouch, nail them with a fast Dancing Shield (ⓚⓚ) or Twin Step Grace (↷ ⓚ+ⓚ). Prone targets should eat Heaven Lift (↷ ⓚ) and a rare Undertow if they are really lax. Spring Under Kick (↓ ⓚ) also puts heavy pressure on people to stand up, and it doesn't put Cassandra at a real disadvantage even if the defender blocks in time. Anyone who stands all the way up after a knockdown should face renewed pressure from Angel Step attacks and throw setups.

Cassandra's Range is Better than People Realize

Cassandra's sword doesn't compare visually to Nightmare's slab o' steel. Ivy, Seung Mina, Kilik, and plenty of other characters have distinctly more range for their normal attacks, so some defenders start to think of Cassandra as a short range character. They won't believe this for too long, but Cassandra players are obligated to have fun until people figure this out.

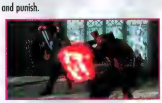
With certain attacks, Cassandra covers major ground. Obviously, Angel Step helps to accomplish this, but there are moves that don't require Angel Step at all. Against defenders who keep trying to back away after playing defensively, use Shooting Star (⇨ ⇨ ⓚ+ⓚ); it hits mid, does damage, and looks extremely cool. Tempest (ⓚ+ⓚ) by itself is easy to block if used often, but the damage potential, quick closing potential, and chaos potential of it are nice. People who fear Cassandra's Angel Step game have a hard time with Tempest because it comes in from a disadvantageous angle compared to what was expected. Try Artemis Dart (⇨ ⓚ) for another good frontal shot. These attacks make it clear that Cassandra can threaten at medium range and a bit beyond. If people stop trying to flee and use their reach as an advantage, that closes yet another door for opponents to avoid Cassandra's best techniques.

8-Way Run and Some Obscure Attacks

Cassandra has a fair bit of variety in her 8-Way Run game. Many of these moves are somewhat hard to use compared to her normal repertoire, but that doesn't mean that they are weak moves in any way. Mainly, it just takes a fair amount of time to learn how to work these into Cassandra's normal game without telegraphing her intentions.

Hip Charge Surprise (↓ or ↑ ⓚⓚ) can do some damage while leaving the enemy open for a nasty follow-up if everything hits. This is a fairly linear move, so be wary of using it often without landing some fast horizontals ahead of time. The horizontals are to discourage defenders from running or stepping out of the way. Almost anything can be thrown in at the end of this attack.

If the defenders can't be thrown out of their evasive movement mindset, use Seraphim Kicks (↘ or ↗ ⓚⓚ) to track them down. This move has a much better chance to grab people who have slipped to the side, and the impact puts the victim down nicely as they can't duck under the attacks. Because this move is high and somewhat hesitant, it should not be used against people who aren't stepping for a better position; standing defenders are likely to duck and punish.



Cassandra's Throws

Cassandra has so many moves that hit mid and massacre crouching opponents that people get a bit nervous about spending too much time hugging the ground. This serves well to promote Cassandra's throws. Standing defenders who are overly worried about the barrage of mids are just waiting for a chance to counter hit her or even pull off a Guard Impact. This passive resistance should be discouraged with consistent throws. It's often easy to tell when a defender has gotten into this mindset because they play defensively more often and rely on guard and Side Step for evasion.

Though fairly weak damage-wise, Angel's Embrace (⇨ ⇨ Ⓐ+Ⓚ) is reliable because of its difficulty to break. After getting a feel for an opponent's ability to disrupt throws, choose this one if the heavier throws have too slim a chance of landing.

Cassandra's natural Angel Step moves aren't low in their targets, but using Angel Step to launch neutral stance attacks gives Cassandra a chance to slip plenty of low attacks under her target's guard. A short series of these light taps gets a person looking in the wrong direction. Start with this, use a mid or two to really muddy the waters, then Angel Step to close for a throw. This type of routine frustrates people a great deal if they can't keep up with the constant change in style.

CASSANDRA STANCES

ANGEL STEP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇘ ⇨	Angel Step			Special Movement. Step in.
⇩ ⇘ ⇨ Ⓐ+Ⓑ	Luminance Fall	M M	30,17	
⇩ ⇘ ⇨ Ⓑ	Angel's Exile	M	48	
⇩ ⇘ ⇨ Ⓚ	Tornado Feint	M	36	
⇩ ⇘ ⇨ ⇧ or ⇩	Angel Step–Side Step			Special Movement. During Side Step ⇧ ⇧ or ⇩ ⇩ to run up wall (limited to when near wall).
⇩ ⇘ ⇨ ⇧ or ⇩ ★Ⓐ+Ⓑ	Luminance Fall	M M	31,18	
⇩ ⇘ ⇨ ⇧ or ⇩ ★Ⓑ+Ⓐ	Guardian Wing	M M M	42,13,19	
⇩ ⇘ ⇨ ⇧ or ⇩ ★Ⓑ+Ⓐ	Guardian's Judgment	M M M	42,13,25	
⇩ ⇘ ⇨ ⇧ or ⇩ ★Ⓚ+Ⓚ	Seraphim Sault	M M	26,30	Possible to delay second hit.

Angel Step gives Cassandra a huge advantage when dealing with most opponents, especially anyone who spends too much time trying to launch fast, high assaults. Even more cautious foes have to fear the constant threat of Angel's Exile. This gives Angel Dash a deterrent factor that is even more valuable than some of its direct attacks.

When opponents are being too aggressive, use Angel Step heavily. Look for the best openings to slam Angel's Exile into them and possibly land a few ring outs in the process. Continue to do this until the defenders wise up and start to play a more complex game, which is more fun for everyone concerned. Once everyone starts to keep an eye out for Cassandra's low advances, mix in some fast horizontal attacks for those who have started to Side Step in response. People looking to block or Guard Impact Angel Step moves should face Angel Rush (⬅ Ⓐ+Ⓑ) for its burst of speed or Cutlass Serendipity (⬅ Ⓐ+Ⓚ) with a brief hold to ruin Guard Impact timing. Adding neutral hits to Cassandra's Angel Step game by pressing (⇩ ⇘ ⇨ ★) and the desired move makes it almost impossible for people to know what is on the way when Cassandra dips her head and advanced. The hesitation that this causes is worth its weight in gold.

ANGEL TWIRL

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇙ ⇦	Angelic Twirl			Special Action.
⇩ ⇙ ⇦ Ⓑ	Angel's Wrath	M	37	⇩ ⇙ ⇦ Ⓑ Ⓚ to change to ⇩ ⇙ ⇦ Ⓚ.
During Soul Charge Effect, ⇩ ⇙ ⇦ ★Ⓑ	Ultimate Dive	M	43	Unblockable.
⇩ ⇙ ⇦ Ⓚ	Nephilim Shield			Special Action. Guard Impact properties (vs. Vertical High/Mid). After Guard Impact, Auto-Counter with Angel's Strike.
During Angel Strike, ⇦	Painful Fate			Attack Throw.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ	Slide Flow	H,H	13,16	Ⓡ during first hit to cancel.
Ⓐ,Ⓐ,Ⓑ	Slide Resh	H H M	13,11,38	Possible to delay second hit. Possible to delay third hit.
Ⓐ,Ⓐ,Ⓚ	Slide Sweap	H H L	13,11,20	
Ⓐ,Ⓐ,Ⓚ	Slide Tornado	H H	13,22	
⇨,Ⓐ,Ⓐ	Slide Feint	M	36	
⇨,Ⓐ,Ⓚ	Fake Slide Kick	M M	21,30	
⇨,⇨,Ⓐ	Angel Snipe	M	32	
↘,Ⓐ,Ⓑ	Reverse Illusion	M M	23,35	Possible to delay second hit.
⇦,Ⓐ	Holy Purification	H	35	Guard Impact properties (vs. Horizontal High/Mid). After Guard Impact, Auto-Counter.
⇦,⇦,Ⓐ,Ⓐ	Curtass Serendipity	H L	25~43	Possible to hold first hit.
⇦,⇦,Ⓐ,Ⓑ	Curtass Thrustter	H M	25~43	Possible to hold first hit.
↙,Ⓐ	Undertow	L	36	
↳,Ⓐ	Under Slide Blade	SM	13	
Ⓑ,Ⓑ	Dancing Shield	M M	16,18	Ⓡ during first hit to cancel. Possible to delay second hit. When delayed, possible to hold.
Ⓑ,⇨	Shield Upper	M	22	
Ⓑ,⇨,Ⓑ	Shield Nova	M M	16,30	Possible to delay second hit.
Ⓑ,↓	Nasty Impale Alpha	L	15	
Ⓑ,↓,Ⓑ,Ⓑ,Ⓚ	Nasty Impale Omega	L L L L M	15,7,7,7,20	
Ⓑ,Ⓚ	Angel's Wave	M M	16,22	
⇨,Ⓑ	Artemis Dart	H	36	
⇨,⇨,Ⓑ,Ⓑ	Angel Rush	M M	23,28	
↘,Ⓑ	Heaven Lift	M	32	
⇦,Ⓑ	Destined Greatness	M	21	Guard Impact properties (vs. Vertical High/Mid). After Guard Impact, Auto-Counter.
⇦,⇦,Ⓑ	Heaven's Wing	M	32	
↙,Ⓑ	Under Splash	M	18	
↓,Ⓑ,Ⓑ	Guardian Strike	SM M	16,28	During second hit, Ⓡ carefully timed for additional attack (AA).
↓,Ⓑ,⇨,↑,Ⓑ,Ⓐ,Ⓐ	Guardian Wings	SM M M M	16,35,13,18	
↓,Ⓑ,⇨,↑,Ⓑ,Ⓐ,Ⓑ	Guardian's Judgement	SM M M M	16,35,13,24	
⇨,Ⓐ,Ⓐ,Ⓐ or ⇨,⇨,⇨,Ⓐ,Ⓐ,Ⓐ	Shield Steps	H H H	16,16,25	Possible to delay third hit.
⇦,⇦,⇨,Ⓚ	Heaven's Guardian	L H	50,35	Unblockable. Ⓡ to cancel.
Ⓚ	Holy High Kick	H	16	Ⓡ to cancel.
⇨,Ⓚ	High Knee	M	25	
⇦,⇨,Ⓚ	Plasma Blade	M	23	
↘,Ⓚ	Angel Side Kick	M	22	
↓,Ⓚ	Spring Under Kick	L	12	
↘,Ⓚ or ⇨,Ⓚ	Grace Vault	M	32	
During Soul Charge effect, ↘,Ⓚ,Ⓑ or ⇨,Ⓚ,Ⓚ	Falling Angel	M M	32,55	
↙,Ⓚ	Seraphim Heel	L	25	
⇦,Ⓚ	Hip Charge	M	30	
⇦,⇦,Ⓚ	Gaia Kick	M	27	
↑ or ↗,Ⓚ,Ⓚ	Seraphim Vault	M M	25,30	Possible to delay second hit.
Ⓐ+Ⓚ	Tempest	M M	30,16	
⇨,⇨,Ⓐ+Ⓚ	Shooting Star	M	52	
↘,Ⓐ+Ⓚ or ⇦,⇦,Ⓐ+Ⓑ	Twin Step Grace	M M	14,27	
↑,Ⓐ+Ⓑ	Gaia Quake	M	35	↑,Ⓐ+Ⓑ for Unblockable. Ⓡ during hold to cancel.
Ⓚ+Ⓚ,Ⓚ	Temporal Ascension	M M	30,30	Possible to hold second hit.
⇨,⇨,Ⓑ+Ⓚ	Angel Press	M	37	
⇦,⇦,Ⓑ+Ⓚ	Olympus Shower	M	25	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Under Slide Blade	SM	13	
Ⓑ	Under Splash	M	19	
↘,Ⓑ	Shield Swipe	SM	18	Guard Impact properties (vs. Mid / Low). After guard impact, Auto-Counter.
↘,Ⓑ+Ⓚ	Shield Spikes	SM M	18,38	Ⓡ during second hit to cancel.
Ⓚ	Spring Under Kick	L	12	

BACK FACING ENEMY

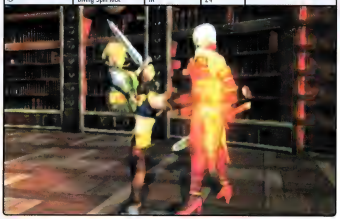
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Flipside Slide Blade	H	25	
Ⓑ	Flipside Sword Splash	M	30	
Ⓚ	Flipside High Kick	H	23	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Flipside Under Slide Blade	L	15	
Ⓑ	Flipside Under Splash	M	29	
Ⓚ	Flipside Spring Under Kick	L	13	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Under Slide Blade	L	25	
Ⓑ	Diving Exile	M	33	
Ⓚ	Diving Spin Kick	M	24	



JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Leaping Slide Spin	H	33	
Ⓑ	Leaping Sword Splash	M	41	
Ⓚ	Holy Crest	M	30	

8-WAY RUN

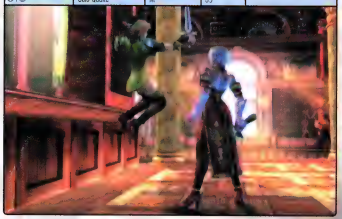
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ or ↘ or ⬈ Ⓐ	Angel Snipe	M	32	
➡ Ⓑ Ⓑ	Angel Rush	M M	23, 28	
➡ Ⓐ Ⓐ Ⓐ	Shield Steps	H H H	16, 16, 25	
➡ Ⓚ	Sliding	L	28	Sliding.
➡ or ↘ or ⬈ or ↖ or ⬆ or ⬇ or ⬋ or ⬊ Ⓑ Ⓑ	Grace Vault	M	32	
During Soul Charge Effect ➡ or ↘ or ⬈ or ↖ or ↖ or ⬇ or ⬋ or ⬊ Ⓑ Ⓑ Ⓑ	Angel Fall	M M	45, 55	
➡ Ⓑ+Ⓚ	Angel Press	M	23	
➡ Ⓐ+Ⓑ	Shooting Star	M	52	
➡ Ⓑ+Ⓡ	Angel's Embrace	Throw	32	Ⓡ to escape throw.
↘ or ⬈ or ↖ or ⬆ or ⬇ or ➡ or ⬊ Ⓐ+Ⓑ	Twin Step Grace	M M	29, 15	
↘ or ⬈ Ⓑ	Rothion Mauler	M	40	
↘ or ⬈ or ⬆ or ⬇ or ➡ or ↖ or ⬋ Ⓑ+Ⓚ	Olympus Shower	M	42	
↖ or ⬈ Ⓚ+Ⓚ	Seraphim Kicks	L H	16, 32	
↖ or ⬈ Ⓚ ↖ Ⓚ	Seraphim Tornado	L M	15, 36	
⬇ Ⓐ+Ⓐ	Shield Slide Rush	H H	20, 30	
⬆ Ⓐ+Ⓐ	Shield Slide Rush Illusion	H M	20, 30	
⬆ or ⬇ Ⓑ	Elk Strike	M	38~47	Possible to hold.
⬆ or ⬇ Ⓑ Ⓚ	Hip Charge Surprise	L M	25, 21	
↖ or ⬈ Ⓐ+Ⓚ	Silent Down	M L	32, 25	
↖ or ⬈ Ⓑ	Pure Stinger	L	28	
↖ or ⬈ or ➡ Ⓚ	Gaia Kick	M	27	
➡ Ⓐ+Ⓐ	Curtiss Serendipity	H L	25~43, 30	Possible to hold first hit.
➡ Ⓐ+Ⓑ	Curtiss Thruster	H M	25~43, 32	Possible to hold first hit.
➡ Ⓑ	Heaven's Wing	M	32	
➡ Ⓡ+Ⓐ	Heaven's Guardian	L H	50, 35	Unblockable. Ⓡ to cancel.

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Guardian Revenge	55	Ⓐ to escape throw.
Ⓑ+Ⓚ	Seraphim Blade Twist	60	Ⓑ to escape throw.
Left Throw	Meteor Shower	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Seraphim Hammer	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Exile Order	60	Impossible to escape throw (except Valdo and Astaroth).
⇦ or Ⓑ+Ⓡ	Angel's Embrace	32	Ⓑ to escape throw.

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Under Slide Blade	L	25	
Ⓑ	Seraphim Shield	M M	27	
Ⓚ Ⓚ	Seraphim Sault	M M	27,32	Possible to delay second hit.
Ⓐ+Ⓑ	Gaia Quake	M	35	



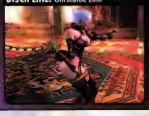
WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Mirage Satellite	M	32~45	Possible to hold.
Ⓑ	Exile	M	18	
Ⓚ	Angel's Spring	M M	16,16	

ISABELLA VALENTINE

WEAPON: Snake Sword, Valentine (Ivy Blade)

DISCIPLINE: Unrelated Link



AGE: 32
BIRTHPLACE: London, England
HEIGHT: 5'10"
WEIGHT: 128 lbs.
BIRTH DATE: December 10
BLOOD TYPE: Unknown

FAMILY

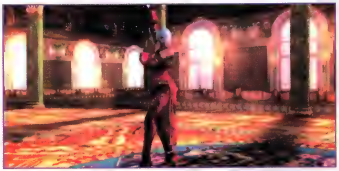
Adoptive parents deceased
Birth father: Cervantes
Birth mother deceased

BIOGRAPHY

Ivy's father, Count Valentine, was driven insane by his pursuit of Soul Edge. By the time of his death, the Valentines—one of London's most distinguished families—was in ruins. The Countess fell ill and passed away soon thereafter, leaving Ivy with the words that the Valentines were not her true parents.

Obeying the wishes of her adoptive father, Ivy continued the search for Soul Edge and studied alchemy. During her investigation, she uncovered the true nature of the sword, which was an evil blade that feasted on souls. She vowed to destroy Soul Edge to avenge her father's death. She invoked strange powers through occult rituals to summon a mysterious individual who gave life to the mechanical sword she dubbed "Ivy Blade."

When she left on a journey to search for the evil sword, Ivy crossed paths with Nightmare, the one who breathed life into the sword. She agreed to assist him in his ritual to summon souls. Little did she know that it was all part of the demonic weapon's plan.



Ivy found out the truth the day Nightmare was defeated and Soul Edge was shattered. She realized that Nightmare possessed Soul Edge, and that her birth father was manipulated by the weapon's wicked powers.

Shaken by the horrifying truth, Ivy returned home and locked herself away in a dark laboratory.

After months of soul searching, Ivy emerged with renewed resolve. Her goal was to completely wipe out the sword's existence. She renamed her weapon, which shared the same fate as herself, "Valentine."

ELEMENTS OF STYLE

Ivy is one of the hardest characters to play. At her worst, Ivy flails about without the sense of safe timing and defense that many of the basic characters share. Yet, Ivy is also one of the strongest and most popular characters on the scene. It doesn't just come down to looks either. The reason Ivy is so often selected is that she has upward mobility in spades. Like Cervantes, Ivy has a command list that puts most characters to shame. Whether outranging Nightmare and Astaroth or dancing around Talim for a bout of Summon Suffering (↘ ↘ ⇨ ⇩ ↘ ↙ Ⓚ+Ⓟ), Ivy at the top of her game is an impressive sight. This lady has range, stunning throws, gorgeous moves, and impressive damage. It's frightening to watch how few attacks from Ivy it takes to knock down competitors; she has some juggles that do well over 100 points, the most damaging throws in the game, and combos that are long and difficult to escape.

There are many groups of players who enjoy Ivy, so it's easier to list those who should stay away from her. Ivy has a large command list that is filled with multiple stances with a number of backdoors into each. Anyone who hates memorizing extra moves, stances, and timings should head for the easier characters. Heavily defensive players might want to reconsider as well, especially if they use guard more often than outright evasion. Ivy spends substantial time and attention on focusing her attacks, making her ineffective as a defense-minded fighter. Sure, her interdiction-styled attacks seem counter to this notion, but too many good players can find ways around those. In the end, Ivy needs to evade quite often for her best tactics to succeed.

STRENGTHS

Ivy has throws that put the fear of Ms. Valentine into most opponents. Even the threat of Summon Suffering can keep some people from staying high during an encounter, opening them to all sorts of pain from mid attacks and healthy poking. A player who learns to buffer Summon Suffering always has a throw at their beck and call with range, and nearly the best damage in the game. Mastering Summon Suffering is almost a hobby unto itself, but the rewards are endless.

After a suitable launch, Ivy has juggles that tear through ranks of opponents. Ivy can get through a match with many fewer hits against her enemies simply because of the side damage she pushes between exchanges. The use of Ivy Lick (↑ Ⓚ+Ⓟ) in combination with some light kicks to position the target should please almost any juggler.

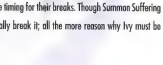
Ivy has a look and feel that is unrivaled. The sheer joy of slipping from stance to stance, buffering complex throws, and using Ivy's special moves make her worth the time and effort required to properly learn her. Cervantes and Ivy wrestle for the honor of the most delightful and malicious command list.

WEAKNESSES

Like most of the high-end characters, Ivy takes a long time to master and occasionally flounders along the way. Players who choose characters like Kilik have an easy time early on because their characters are less complex and more intuitive. Picking up Ivy can be like grabbing a rose, beautiful to observe yet painful to grasp. Most people lose many games before they start to win with Ivy.

Even with mastery, there is a fair risk when an Ivy player takes the field. Like her father, she fumbles awkwardly if her player lacks patience or a solid strategy. Frustration delays or completely thwarts some of Ivy's most important moves, and that leaves her open to punishment. Ivy's love of throws is a weakness in this way because over-reliance helps defenders to perfect the timing for their breaks. Though Summon Suffering is fast to execute, talented defenders can still occasionally break it; all the more reason why Ivy must be played with a sensible strategy.

Finally, it is hard to deal with fast characters if Ivy's opponent realizes what she is capable of doing. Once inside Ivy's range, Taki, Xianghua, and even Talim can do serious amounts of damage. Ivy must work hard in these cases to prevent enemies from using evasive movements effectively. If flanked, Ivy can have a hard time recovering. This gives these encounters an all-or-nothing quality.



PATH TO MASTERY

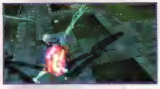
As with most top-of-the-line characters, Ivy requires a host of hours in the old Practice Mode. Buffering her throws, learning the Side Step timing to pull off her most lethal combos, and getting a sense of her excruciatingly tricky defense won't come quickly.

Summon Suffering and Calamity Symphony

The trick to Summon Suffering and Calamity Symphony (During Whip State ↘ ↘ ⇨ ⇩ ↘ ↙ Ⓚ+Ⓟ) lies in buffering. People who try to do the moves outright often get nailed by defenders who realize that something grim is coming down the pipe. This makes it essential to work on buffering the movements for these potent throws into existing attacks, blocks, and movements.

The general movement for both abilities is the same, Summon Suffering has less stringent requirements though. Calamity Symphony requires Ivy's weapon to be in its Whip State. Though Calamity Symphony does five more points of damage, Summon Suffering is the easier move to use and is a better choice for most players. Summon Suffering has better range and an easier command set—it's hard to go wrong with that.

There are several things that Ivy players should know about these throws. Each movement has a wide amount of leeway in regard to timing and incidental attacks. In between each point in the command, a person can pause for 50 frames, almost an entire second.



It's interesting to note the number of ways Summon Suffering can be executed. Slipping horizontal and vertical attacks into the routine won't disrupt the process at all, assuming that they follow the proper movements. Thus, starting with any of Ivy's ↖ attacks is perfect. She could then shift in a fast swirl from ↖ ⇧ ↗ ⇨ ↘ ⇩ and stay in a crouch, either to try a crouching attack or just to enjoy the freedom from high attacks. One way to finish the move: ↖ ⇩ ↗ Ⓐ+Ⓑ.

Alternately, complete the movements for her Summon Suffering without hitting the buttons. For 50 frames, she can move ⇧ or ⇩ with impunity and still release her Summon Suffering. This helps to distract the enemy, avoid vertical attacks, and postpone the throw until the timing is perfect. This ensures defenders must live in the fear of Summon Suffering against any skilled bufferer.

Juggles Don't Get Much Better than These

Ivy can take about half a bar of health with a single hit and juggle combo, especially against defenders who aren't ready for air control. Eye of Madness (↖Ⓐ+Ⓑ) can be tossed out quickly or held to increase its damage and launch properties. Ivy's beloved Ivy Lick (⇧Ⓑ+Ⓚ) can grab victim's out of the air and inflict hideous wounds.

Pride (While Crouching ↗Ⓑ) is dangerous to attempt, but has several interesting aspects. First, this move can Ring Out when Ivy is the one backed against a cliff. Nice, but it gets better than that. On open ground, Ivy can use a simple Ⓚ to turn and adjust herself, then whirl into an Ivy Lick. The damage is absurd. If the target doesn't bother with air control and Ivy starts the move at close range, she can even score two kicks to position the foe for the move; there goes half of their health.

For less risky juggles, Drowning Madness (⇩ or ⇧Ⓑ) is a staple for many players. Whether Ivy Side Steps Left or Right, she can use this fast launch to catch anyone who was coming in with a vertical attack. The speed and fair damage of Drowning Madness should leave it at the top of the list during many Side Step maneuvers.

Moves Besides Summon Suffering and Calamity Symphony Are Important Too

To fill out Ivy's game, there are plenty of flashy, damaging, and exciting moves available.

Biting Ivy Inner (⇨Ⓑ, ⇧ or ⇩) is a fast vertical attack that slips off to the appropriate side as it completes. This is good for catching foes during retreats, even if they try to Side Step and save themselves.

Dominance (⇩Ⓐ+Ⓑ) hits mid and nails grounded opponents, too. This makes the move critical for slamming foes that stay on the ground longer than they should. The visual appearance and sound of Dominance is harsh; this makes it a good tool for frustration and mind games.

Opponents with a high approach can be met with Ancient Wheels (↗Ⓐ&Ⓚ) with relative safety, or Fear's Void (↗ or ⇩ or ↘Ⓑ+Ⓚ). Fear's Void is fairly risky, and may get Ivy punished if she telegraphs her intentions, but it can hit at several ranges, nick grounded targets, and is a nice way to threaten unwary opponents.

Ivy's low kicking game should not to be ignored either. Alternate between low and mid attacks Charmer Silhouette (While Crouching Ⓚ) and Nail Cross (While Crouching ↘Ⓚ) to mix things. Ivy also has a gorgeous sweep, Royal Huntress (⇩ or ⇧Ⓚ). Use her sweep to Side Step and take out high horizontal and vertical attacks. For a quick forward kick, Raven Knee (⇨Ⓚ) hits mid, punishes a crouch or reckless advance, and can get a nice counter hit, depending on timing.

IVY STANCES

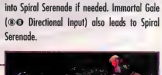
SPIRAL SERENADE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓑ	Spiral Serenade			Special Stance. Directional input to move.
Ⓐ	Serpent Slash	H	26	Shift to Spiral Tribute.
Ⓑ Ⓑ	Serpent Whip	M M	17,22	Shift to Whip State.
Ⓚ	Cross Kick	H	21	Maintain stance.
Ⓐ+Ⓑ or Ⓑ+Ⓚ	Reeling Mind	15		Throw Maintain stance. Press the same button as throw (Ⓐ or Ⓑ) to escape.

Biting Raven (Ⓐ Ⓞ Directional Input) can be held to switch into Spiral Serenade. Use this move for a fast counter in response, then go into Spiral Serenade if needed. Immortal Gale (Ⓑ Ⓞ Directional Input) also leads to Spiral Serenade.

SPIRAL LUST

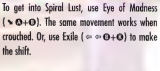
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Spiral Lust			Special Stance. Hold button down to maintain stance.
Button Hold (Max)	Suppressed Exile	M	25	Unblockable. Shift to Whip State.
Let go of button	Exile	SM	56	Shift to Whip State.
Directional Input	Spiral Serenade			Special Stance. Shift to Spiral Serenade.



To get into Spiral Lust, use Eye of Madness (↘ Ⓞ+Ⓞ). The same movement works when crouched. Or, use Exile (⇦ ⇦ Ⓞ+Ⓞ) to make the shift.

WHIP STATE

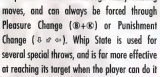
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇗ ⇦	Punishment Change			Special Action. Change Whip to Sword.
Ⓑ+Ⓚ	Pleasure Change			Special Action. Weapon shape change. Guard Impact properties (vs. Horizontal).
Ⓐ+Ⓚ	Lamenting Toll	L	48	Attack Throw.
Ⓐ+Ⓑ or 6-Way Run any direction Ⓐ+Ⓑ	Venom Strike	H	22	Shift to Serpent's Embrace.



Whip State is reached through many existing moves, and can always be forced through Pleasure Change (Ⓑ+Ⓚ) or Punishment Change (⇩ ⇗ ⇦). Whip State is used for several special throws, and is far more effective at reaching its target when the player can do it without thinking.

SPIRAL TRIBUTE

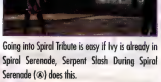
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Spiral Tribute			Special Stance. Directional input to move.
Ⓐ	Raging Flames	H	33	Shift to Serpent's Embrace.
⇩ Ⓐ	Lost Soul	L	31	Shift to Whip State.
Ⓑ	Mistress' Justice	M	15~30	Carefully time Ⓑ Ⓑ for additional attacks (M M). Carefully time ⇦ Ⓑ ⇦ Ⓑ ⇦ Ⓑ for additional attacks (M M M M).
Ⓚ	Cross Knee	M	24	Maintain stance.
Ⓐ+Ⓑ	Fencing with Flames	M	58	Shift to Whip State.



Going into Spiral Tribute is easy if Ivy is already in Spiral Serenade, Serpent Slash During Spiral Serenade (Ⓐ) does this.

SERPENT'S EMBRACE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Serpent's Embrace			Special Stance. Directional input to move.
Ⓐ Ⓐ	Violent Spirits	H M H	55	
⇩ Ⓐ	Lamenting Toll	L	63	Attack Throw.
Ⓑ	Whirling Exile	M M M	56~86	Ⓞ for Unblockable.
Ⓚ	Charging Serpent	M	27	Maintain stance. ⇦ ⇨ Ⓚ to change movement range.
Ⓐ+Ⓑ	Released Souls	M	100	Unblockable.
Ⓑ+Ⓚ	Stinging Souls	M	52	⇦ or ⇦ Ⓑ+Ⓚ to change attack range. If ⇨ Ⓑ+Ⓚ (M M) Counter Hits, ⇧ for an additional attack.



Using Raging Flames (Ⓐ) from Spiral Tribute continues into Serpent Embrace, but this can also be done through Venom Lash (⇩ ⇗ ⇦ Ⓞ) or Venom Strike (During Whip State Ⓐ+Ⓑ).

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ	Biting Raven	H H	11,19	Ⓡ during first hit to cancel. Throws when Ⓐ,❶ during distant-range counter-hit. When Ⓐ,❶ does not throw, shift to Whip State. When Ⓐ,❶ does not throw, Directional Input to shift to Spiral Serenade.
⇙,Ⓐ,Ⓐ	Ancient Wheels	L L	19,25	⇙Ⓐ to shift to Whip State.
⇩,Ⓐ	Cursed Mark	S,M	16	
⇘,Ⓐ	Cross Madness	M	20	
⇦,Ⓐ	Menace Slice	H	33	
⇨,Ⓐ	Raven Butt	M	22	
⇦,⇦,Ⓐ	Dancing Insanity	H	24	⇦,⇦❶ to shift to Whip State.
⇨,⇨,Ⓐ	Raven's Egg	H	32	
⇩,⇙,⇦,Ⓐ	Serpent's Venom	H	95	Unblockable. Ⓡ to cancel.
Ⓑ,Ⓑ	Immortal Gale	M M	17,19–23	Ⓡ during first hit to cancel. Ⓐ❶ to shift to Whip State. Ⓑ,❶ Directional Input to shift to Spiral Serenade.
Ⓑ,⇦,Ⓑ	Squire's Cage	M H	17,20	Midair Attack Throw. If throw fails, shift to Whip State.
Ⓑ,⇨,Ⓑ,Ⓚ	Caged Silhouette	M H L	17,20,21	Midair Attack Throw. Shift to Whip State.
⇙,Ⓑ	Poison Ivy	L	23–36	⇙❶ to change attack level (Low, Special Mid when distant).
⇩,Ⓑ	Curse Brand	M	19	
⇘,Ⓑ	Cursed Heavens	M	19	
⇦,Ⓑ	Ivy Bite	H	17	
⇨,Ⓑ	Ivy Lash	M	28–30	Possible to hold.
⇨,Ⓑ,⇧ or ⇩	Biting Ivy Inner	M M	30,24	
⇦,⇦,Ⓑ	Darkside	M	36	Shift to Whip State. ⇦,⇦❶ to shift to Spiral Serenade.
⇨,⇨,Ⓑ	Serpent's Breath	M	33	⇨,⇨❶ to shift to Spiral Tribute.
⇩,⇙,⇦,Ⓑ	Venom Lash	M M	17,19	⇩,⇙,⇦❶ to shift to Spiral Embrace.
⇩,⇘,⇨,Ⓑ	Ivy Brambler	M	38	⇩,⇘,⇨,Ⓑ,⇧ or ⇩,⇙,⇨,Ⓑ,⇦ to change path of the jump.
Ⓚ	Night Swallow	H	16	Ⓡ to cancel.
⇙,Ⓚ	Rose Kick	M	17–31	Possible to hold.
⇩,Ⓚ	Charmer Silhouette	L	10	
⇩,⇘,Ⓚ	Serpent Silhouette	L	5	
⇘,Ⓚ	Evil Sparrow	M	25	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Pecking Raven	S,M	14	
Ⓑ	Immortal Flow	M	19	
⇘,Ⓑ	Ivy Masquerade	L	23	Possible to hold.
⇙,Ⓑ	Pride	M	37	
Ⓚ	Charmer Silhouette	L	10	
⇘,Ⓚ	Nail Cross	M	19	
⇘,Ⓐ+Ⓑ	Masquerade–Resting Madness	L S,M	29,31–57	While crouching ⇘,❶+Ⓞ to shift to Spiral Lust. Shift to Whip State.

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦,Ⓚ	Raven Catcher	H	26	
⇨,Ⓚ	Raven Knee	M	21	
⇦,⇦,Ⓚ	Diving Raven	M	41	Shift to down on ground.
⇨,⇨,Ⓚ	Mind Shatter	H	33–52	Possible to hold.
Ⓚ,⇩	Ivy Sweep	L	26	
⇙,Ⓐ+Ⓑ	Razor's Bite	L	40	
⇩,Ⓐ+Ⓑ	Dominance	M	30	
⇘,Ⓐ+Ⓑ	Eye of Madness	S,M	31–57	⇘,Ⓐ+Ⓑ to shift to Spiral Lust. Shift to Whip State.
⇦,Ⓐ+Ⓑ,Ⓚ	Spiral Punishment	M,M,M,M,M,M,M	80	First part has Guard impact properties (vs. Horizontal). Ⓡ during first hit to cancel. Shift to Whip State when cancelled.
⇦,Ⓐ+Ⓑ,Ⓞ	Spiral Dominance	M,M,M,M,M	116	Unblockable.
⇨,Ⓐ+Ⓑ	Freeze Gaze	M M	16,16	
⇨,⇨,Ⓐ+Ⓑ	Insanity Light	M	46	During hit close-range, shift to throw. Ⓡ to cancel. Shift to Whip State if cancelled.
During Insanity Light ➡	Insanity Feast			Attack Throw.
⇘ or ⇧ or ⇗,Ⓐ+Ⓑ,Ⓚ	God Whisper	M L S,M	17,17,12	
⇦,⇦,Ⓐ+Ⓑ,Ⓚ	Crucifixion	M	57–80	⇦,⇦,Ⓐ+Ⓑ for Unblockable.
⇩,Ⓐ+Ⓚ	Royal Huntress	L	20	
Ⓑ+Ⓚ	Pleasure Change			Special Action. Weapon shape change. Guard Impact properties (vs. Horizontal High/Mid).
⇙ or ⇩ or ⇘,Ⓑ+Ⓚ	Fear's Void	S,M	45	Ⓡ to cancel. Shift to Whip State when cancelled.
Close distance, ⇘,Ⓐ+Ⓑ	Gnome Huntress	H	61	Unblockable.
⇦,Ⓑ+Ⓚ	Heel Explosion	M	95	Unblockable. Ⓡ to cancel.
⇦,⇦,Ⓑ+Ⓚ	Exile	M	25,31–57	Shift to Whip State ⇦,⇦,Ⓐ+Ⓑ to shift to Spiral Lust.
⇨,Ⓑ+Ⓚ	Embrace of Lust	M	28–65	⇨,Ⓐ+Ⓑ to Attack Throw.
⇧,Ⓑ+Ⓚ or ⇨,Ⓑ,⇧	Ivy Lick	M	28	Midair Attack Throw If throw unsuccessful, shift to Whip State.
⇧,Ⓑ+Ⓚ,Ⓓ or ⇨,Ⓑ,⇧,Ⓚ	Silhouette	H L	28,20	Midair Attack Throw. Shift to Whip State.
⇙ or ⇩ or ⇘,Ⓐ+Ⓚ	Royal Huntress	L	20	
⇩,⇙,⇦	Punishment Change			Special Action. Weapon shape change.

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Deep Curse	L	14	
Ⓑ	Deep Immortal	M	24	
Ⓚ	Deep Silhouette	L	10	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Raven	H	18	
Ⓑ	Reverse Immortal	M	27	
Ⓚ	Reverse Night Swallow	H	16	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡Ⓐ	Raven's Egg	H	32	
➡Ⓑ	Serpent's Breath	M	33	➡❶ to shift to Spinal Tribute.
➡Ⓚ	Sliding	L	26	Sliding.
Any Directional Input Ⓐ+Ⓑ	Spinal Serenade			Special Stance. Shift to Spinal Serenade.
➡Ⓑ+Ⓚ	Embrace of Lust	M	28	➡❶+❷ to Attack Throw.
↗ or ↖Ⓐ	Wolf Lash	H	36	
↗ or ↘Ⓑ	Darkside	M	38	Shift to Whip State. ↗ or ↘❶ to shift to Spinal Serenade.
↗ or ↘Ⓚ	Evil Sparrow	M	26	
⬆ or ⬇Ⓐ	Insanity Light	M	47	During close range hit, shift to Attack Throw. Ⓑ to cancel. Shift to Whip State when cancelled.
⬇ or ⬆Ⓑ	Drowning Madness	M	33	⬇Ⓑ to shift to Spinal Tribute.
⬇ or ⬆Ⓚ	Royal Huntress	L	20	
↙ or ↖Ⓐ+Ⓐ	Ancient Wheels	L L	20,26	↙or↖Ⓐ to shift to Whip State.
↙ or ↖Ⓑ	Poison Ivy	L	24~38	↙ or ↖❶ to change Attack Level (Low,Special Mid when distant).
↙ or ↖Ⓚ	Rumble Saber	M	27	
⬅Ⓐ	Dancing Insanity	H	24	⬅❶ to shift to Whip State.
⬅Ⓑ	Darkside	M	36	Shift to Whip State. ⬅❶ to shift to Spinal Serenade.
⬅Ⓚ	Diving Raven	M	41	To down on ground.
⬅Ⓑ+Ⓚ	Exile	M SM	25,31	Shift to Spinal Lust. To Whip State.

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Primal Dominance	55	Ⓐ to escape throw.
Ⓑ+Ⓚ	Dominion Throw	55	Ⓑ to escape throw.
Left Throw	Heartless Guide	60	Same button as throw (Ⓐ) or (Ⓑ) to escape.
Right Throw	Sunset Cradle	65	Same button as throw (Ⓐ) or (Ⓑ) to escape.
Back Throw	Sweet Dominance	70	Impossible to escape throw (except Voldo and Astaroth).
⇦ ⇖ ⇨ ⇩ ⇘ ⇙ Ⓐ+Ⓑ	Summon Suffering	90	Ⓑ to escape throw.
⇦ Ⓑ+Ⓚ or ⇨ Ⓑ ?	Ivy Lick	28	Midair Attack Throw If throw unsuccessful, shift to Whip State.
⇘ ⇖ ⇨ ⇩ ⇘ ⇙ Ⓐ+Ⓚ	Calamity Symphony	110	During Whip State. When throw unsuccessful, shift to Whip State. Ⓐ to escape throw.

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Rising Raven	M	30	
Ⓑ	Rising Ivy	SM	29	
Ⓚ	Rising Mind Shatter	M	27	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Raven	L	24	
Ⓑ	Diving Immortal	M	28	
Ⓚ	Diving Night Swallow	H	21	

WHILE RISING

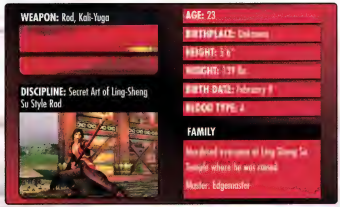
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Menace	M	19	
Ⓑ	Shameless	M	24	
Ⓚ	Rising Cross	M	17	
Ⓐ+Ⓑ/Ⓐ or Ⓑ	Demented Loop	M M H	56	
Ⓑ+Ⓚ	Asylum	M M M M	9,9,9,9	Directional Input to move. Guard Impact properties (vs. High/Mid/Low).

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Raven	L	26	
Ⓑ	Diving Immortal	M	31	
Ⓚ	Diving Night Swallow	H	21	

KILIK

PROFILE



BIOGRAPHY

Kilik was to be the successor of one of the three sacred treasures of Ling-Sheng Su Temple, called Kali-Yuga.

Tragically, the night before the succession ceremony, a mysterious light fell upon the temple, driving all those who saw it into an insane, murdering frenzy. Kilik was no exception, and he killed many temple members because of his strength.

At the end of the atrocity, the Dvapara-Yuga, second of the three sacred treasures of Ling-Sheng Su Temple, hung across the chest of Kilik. The Dvapara-Yuga belonged to Xianglian, a woman who had been like an older sister to Kilik.

When Kilik awoke, he found himself in an old man's hermitage. The old man revealed to Kilik that the root of this evil was a demonic sword called Soul Edge. Kilik studied the secret art of the Ling-Sheng Su style rod and left on a journey to destroy the evil blade.

With the help of Xianghua, a woman he met during his travels, Kilik succeeded in defeating the wielder of Soul Edge, Nightmare. Kilik returned to his master in order to perfect the technique of neutralizing and purifying the evil energy. But one day, he sensed a return of the malevolent aura of Soul Edge.

Soul Edge still existed! Kilik left on another journey to destroy Soul Edge once and for all, for he wished to atone for his sins.

ELEMENTS OF STYLE

Kilik is a very good character to pick up for people who train against the computer during their early days with this game. Because the young guy has range and moderate flexibility, it's easy to use very basic attacks and get a decent idea of how to play him. This won't fly for very long against a human player with experience, but beginners don't win very often in those cases anyway.

Kilik stands between almost all other characters. Though capable of long-range fighting, Kilik can handle attacks at any range and many speeds. Without a doubt, Kilik is the jack-of-all-trades character for someone who likes to style-shift frequently. An aggressive player can bring Kilik up to a target and use his faster attacks to apply pressure, while defensive-minded fighters enjoy his many interdiction attacks, evades, and somewhat useful feints.

STRENGTHS

Kilik doesn't have many critical flaws or strengths. This aspect is a strength in its own right, ironically. Kilik isn't a godly or exploitable character, but that forces other players to fight with an open mind. Until an enemy knows exactly what flavor of Kilik they are going up against, few predictions are reliable.

Against aggressive characters, Kilik has a chance to space himself defensively and punish reckless approaches. This is irritating to most opponents and can be quite rewarding. When used with an eye for Kilik's less risky attacks, this at least puts him on solid ground. When encountering other defensive style or interdiction characters (e.g. Ivy), Kilik can reverse his style and charge into the fray. Of course, these can be mixed at any time simply to confuse and aggravate opponents into making mistakes.

WEAKNESSES

Kilik doesn't have many moves that are repeatably vicious. Players have to spend substantial time creating openings for his most powerful strikes, and that leaves foes time to work magic of their own. It is very difficult to take Kilik against the more dangerous characters if someone is playing them with talent and practice.

Kilik has a large number of attacks that are begging for punishment. Players who have a hard time controlling the various evasive movements may be especially prone to beatings because of this. Because Kilik takes his time to engage a number of horizontal attacks, his flanks can be pressured without as much risk for the attacker.

Kilik doesn't get a third costume. Some people don't care about such things, but it's a shame that Edgemaster wouldn't let the guy pick up some spiffy outfits on the way to Europe.

PATH TO MASTERY

By focusing on Kilik's best moves, most of his minor problems can be avoided. This steals some of the excitement from battles, because his risky moves are often flashy and enjoyable, but victory has its merits too. Each player should decide when to bring out the fun stuff and when to go for the throat.

Light Attacks for the Setup

As with so many characters, Kilik can rely on his basic attacks to poke, annoy, and keep his enemy off guard. Bo Rush (Ⓐ Ⓐ) is fast enough, especially at medium range, so it serves well to keep foes moving slowly and discourage casual evasive movements. Because Kilik can Side Step by inputting ⇧ or ⇩ after the Bo Rush, there is potential to slam anyone who tries for a fast vertical counter attack.

Raging Phoenix Combo (⇨ Ⓐ Ⓐ Ⓐ) is extremely fast and advances with gusto. Respond to lightning charges and attacks that fall short with this move. Though its speed is a great asset, Raging Phoenix Combo was never meant to be used repeatedly, or by itself; save this beauty for a response to an enemy failure.

Cross Bo (⇨ ⇨ Ⓐ) closes toward the target and covers a wide arc. After a session of training an opponent with vertical attacks, use Cross Bo to knock down anyone who begins to Step Out. Bo Thrust (⇨ Ⓑ) has tremendous range of its own and can be a good way to poke retreating targets. Bo Thrust certainly helps to pave the way for Cross Bo.

Inner Peace (⇩ Ⓐ) is one low attack that keeps Kilik safe; everything else has panache but carries too much risk for common applications. Though many characters use fast low kicks with ⇩ Ⓚ, Inner Peace really is one of Kilik's better moves. At long range, if Kilik still needs to attack close to the ground, use Stream Thrust (⇦ ⇦ Ⓑ). If the opponent is far enough away, Stream Thrust won't put Kilik in harm's way for very long.

Heavy Bo (⇨ ⇨ Ⓑ) is a short-range but powerful rush attack. Kilik slaps opponents onto the ground with this if he gets them during a counter hit, opening the way for some effective followups. Use a simple Rushing Waterfall (ⒷⒷ) against foes who are staying in place, or Sheng Lung Kick (⇨ Ⓚ) to get Quick Rolling enemies.

Bring it Home With Heavy Attacks

Once foes have adjusted and start to stay in a more defensive mindset, Kilik gets to use his dirty tricks. Phoenix Cross (Ⓐ+Ⓚ) and Phoenix Feint (Ⓐ+Ⓑ) both land mid rod attacks. These have a bit of versatility and can be used against waking targets or in preparation for an opponent's crouch. Either way, proper training with light attacks should come first.

Biting Phoenix (⇨ Ⓐ+Ⓑ) takes a huge amount of time and is completely linear, but it has its place. Kilik can land a crucial number of hits with a single use of Biting Phoenix, so people should stay in fear of it. One-way to force an opening that would succeed is to follow someone's wakeup with Bo Smack Down (⇨ Ⓐ+Ⓚ), another damaging move. Even a single use of this will greatly increase the number of Quick Rolls and crouches that the defender attempts. Use light, tracking attacks such as Phoenix Roar (Ⓐ+Ⓑ) to rebuke victims who Quick Roll, then get ready for a Biting Phoenix during the next wakeup. This process spans multiple fights, at times, but it involves an ongoing threat to deal high damage against a defender with little notice. This gamble is worth an occasional failure.

Opponents who are protecting themselves against mid and high attacks should suffer the wrath of Trick Bo (⇘ Ⓐ+Ⓑ). This low Attack Throw will disrupt foes and give Kilik time to restore his optimum spacing. Mix this with a Twin Bo Upper (⇘ ⒷⒷ) and Sheng Lung Kick Combo (⇨ ⇨ Ⓚ).

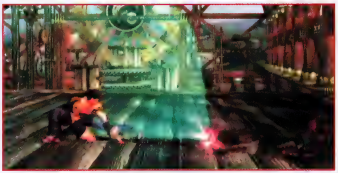
Retreating Thrust (Ⓑ+ⒷⒷ) gets Kilik out of danger and responds with an effective linear prod. Mixed carefully with Phoenix Lunge (⇦ Ⓚ+Ⓚ), opponents must worry about taking low and mid attacks during Kilik's retreats. For further advantages, use Retreating Thrust without an additional attack and rush back with a Cross Bo, or use Inner Peace to stop a fast, high charge.

Building Bridges (⇩ or ⇧ ★ⒷⒷⒷⒷ) offers another heavy series, though this one advances with an edge for defense as well. Kilik tracks enemies who Side Step during this routine, and he stays low during each attack's buildup. Though it's easy enough for enemies to directly defend themselves, Kilik can use Building Bridges to safely regain the initiative. Stopping the attack early can add an even greater advantage. The sweet spot usually lies after the second or third hit in the series.

Combos Fill Out the Routine

Try a few of these simple combos to increase Kilik's ability to limit enemy responses.

Inner Peace can be turned into many attacks. Inner Peace followed by Phoenix Lunge gets people surprisingly often; rise with Ling Sheng Slash (While Rising Ⓚ) for one variant, or stay low and use a Lower Bo Slice (While Crouching Ⓚ). This trio gets pretty obnoxious for enemies to handle, and Inner Peace lands often enough for Kilik players to have considerable opportunities during most fights.

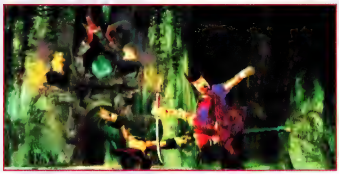


After a Bo Smack Down, use Rushing Waterfall and Stream Thrust to score additional damage without difficulty. Use the time gained during this easy extension to plan further wakeup cruelty against foes.

Raven Slaughter (⇩ or ⇧ Ⓑ) is Kilik's most common launch, though a lot can be said for Twin Bo Upper (⇘ ⒷⒷ) as well. Follow a Twin Bo Upper with a Sheng Lung Kick Combo if Kilik has enough spacing to make this combination useful.

Because enemies will adjust and prepare for Raven Slaughter during Kilik's Side Steps, use Mountain Sweep (⇩ or ⇧ Ⓚ) every so often. If Raven Slaughter lands, use Raging Phoenix Combo, Twin Bo Upper, or Phoenix Lunge as reasonable extenders. For variety, improve on Mountain Sweep with (⇩ or ⇧ ⇨ Ⓐ). This will interrupt enemies who try to respond after the first attack.

The next series is one of the hardest to perfect with Kilik, but its high, guaranteed damage ensures its use and importance in various routines. With speed, enter Festival of the Damned (⇩ ⇘ ⇨ Ⓐ+Ⓚ ⇦ ⇨ Ⓐ ⇦ ⇙ ⇩ ⇘ ⇨ Ⓡ). The first stage of this combo must be entered without delay, but a slight pause is needed for proper execution of the final stage. Practice makes perfect, but this combo is golden against many enemies.



KILIK STANCES

MONUMENT

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇘ ⇨	Monument			Special Action. Guard Impact properties (vs. Horizontal). ⇩ ⇘ ⇨ ★ ☆ or ⇦ to Side Step.
⇩ ⇘ ⇨ Ⓐ	Inner Peace	L	25	
⇩ ⇘ ⇨ Ⓑ	Advancing Bo	M	22	
⇩ ⇘ ⇨ Ⓚ	Scythe	H H	20, 20	
⇩ ⇘ ⇨ Ⓐ+Ⓑ	Heaven Monument	M	45	Ⓡ to cancel. Run into wall during cancel to kick the wall and move.
⇩ ⇘ ⇨ Ⓐ+Ⓑ+Ⓚ	Heaven Monument Fall	L	39	First part cancelled.
⇩ ⇘ ⇨ Ⓑ+Ⓚ	Rising Bo Feint	M	50	Ⓡ to cancel.
⇩ ⇘ ⇨ Ⓐ+Ⓚ	Wave Divide	L	26	

TRIBUTE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇙ ⇦	Tribute			Special Action. Guard Impact properties (vs. Vertical: Downward swings only). ⇩ ⇙ ⇦ ★ ☆ or ⇩ to Side Step.
⇩ ⇙ ⇦ Ⓐ	Rising Flora	L	31	
⇩ ⇙ ⇦ Ⓑ	Reverse Bo Thrust	M	30	
⇩ ⇙ ⇦ Ⓚ	Tribute Vault	M	42	

When opponents are trying to apply pressure through too many fast high attacks, use the following Tribute combo to go under the strikes and respond with massive damage: Reverse Bo Thrust (⇩ ⇙ ⇦ Ⓚ ⇨ Ⓑ+Ⓚ). Many people will expose themselves to this series, and Kilik play advances significantly from mastering it.

LEGEND RUSH

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ Ⓡ	Legend Rush			Special Movement. Direction other than ⇨ or ⇦ to cancel.
Ⓑ	Legend Rush Thrust	M	75	Unblockable.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ-Ⓐ	Bo Rush	H H	18, 22	Ⓔ during first hit to cancel.
Ⓐ-Ⓐ-Ⓑ	Bo Rush Combo	H H M	18, 22, 32	
⇦ Ⓐ-Ⓐ-Ⓐ	Raging Phoenix Combo	H H H	15, 20, 35	
⇦ Ⓐ-Ⓐ-Ⓑ	Raging Phoenix Bo	H H M	15, 20, 22	
⇦ Ⓐ-Ⓐ-Ⓑ ⇧	Raging Phoenix Soul	H H H	15, 20, 7	When third hit lands, shift to Step Back. When third hit lands, Ⓐ or Ⓑ for additional attack (Mid).
⇨ Ⓐ-Ⓐ-Ⓑ ⇩	Raging Phoenix Fang	H H L	15, 20, 30	
⇦ Ⓐ-Ⓐ-Ⓑ+Ⓚ	Raging Phoenix Rising	H H M M	15, 20, 16, 31	
⇨ ⇨ Ⓐ	Cross Bo	H H	25, 25	
↘ Ⓐ-Ⓑ	Ling Su Upper	M M	20, 25	
↘ Ⓐ-Ⓑ+Ⓚ	Ling Su Rising Bo	M M	20, 35	
⇩ Ⓐ	Inner Peace	L	25	
⇙ Ⓐ	Lower Bo Slice	L	20	
⇦ Ⓐ	Escaping Bo	H	26	
⇦ ⇦ Ⓐ-Ⓐ	Cross Tide	M L	25, 25	⇦ ⇦ Ⓐ ⇩ ↘ ⇨ to shift to Monument.
Ⓐ-Ⓐ-Ⓑ	Twin Phoenix	H H M	18, 10, 40	
Ⓐ-Ⓑ	Phoenix Point	M	20	
Ⓑ-Ⓐ	Splitting Waterfall	M H	22, 25	Ⓔ during first hit to cancel.
Ⓑ ⇩ Ⓐ	Waterfall Divide	M L	22, 22	
Ⓑ-Ⓑ	Rushing Waterfall	M M	22, 26	Ⓑ-Ⓑ ⇧ or ⇩ or ↘ to Side Step.
⇨ Ⓑ	Bo Thrust	M	22	
⇨ Ⓑ ⇧	Retreating Thrust	H	7	During hit, shift to Step Back. During hit, Ⓐ or Ⓑ for additional attack (Mid).
⇨ Ⓑ ⇩	Lower Bo Feint	L	30	
⇨ ⇨ Ⓑ	Heavy Bo	M	22	⇦ ⇦ ❶ to shift to Attack Throw.
↘ Ⓑ-Ⓑ	Twin Bo Upper	M M	18, 17	
⇩ Ⓑ	Waterfall	M	26	
⇙ Ⓑ	Advancing Bo	M	28	
⇦ Ⓑ	Phoenix Rage Thrust	M	58	⇦ ❶ to shift to Legend Rush.
⇦ ⇦ Ⓑ	Stream Thrust	L	20	
⇧ or ⇩ ★Ⓑ-Ⓑ-Ⓑ	Building Bridges	M M M M	21, 21, 21, 21	
⇧ or ⇩ ★Ⓑ-Ⓑ ⇦ Ⓑ	Bridge Rage Thrust	M M M	21, 21, 48	
⊕ Ⓚ	Sheng Wuqe Kick	H M	20, 20	Guard Impact properties (vs. Horizontal High/Mid).
⇙ Ⓑ	Great Waterfall	M	35	
Ⓚ	Sheng Front Kick	H	15	Ⓔ to cancel.
⇦ Ⓚ	Sheng Lung Kick	M	26	
⇨ ⊕ Ⓚ	Sheng Lung Kick Combo	M H	25, 25	
⇨ ⇨ Ⓚ-Ⓚ-Ⓚ	Rising Phoenix	M M M M	20, 25, 24, 24	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↘ Ⓚ	Sheng Side Kick	M	24	
⇩ Ⓚ	Sheng Su Low Kick	L	10	
⇙ Ⓚ-Ⓚ	Sheng Su Thrust	L M	24, 31	
⇦ Ⓚ-Ⓚ	Biting Heaven	M M	15,37	First part has Guard Impact properties (vs. Horizontal High/Mid). Possible to delay second hit.
⇦ ⇦ Ⓚ	Sheng Heh Kick	M	30	
⇙ or ↘ Ⓚ	Sheng Heh Kick	M	30	
Ⓚ-Ⓚ	Sheng Illusion Kick	H L	15, 15	
Ⓐ+Ⓚ	Phoenix Roar	M M M M M	16, 16, 16, 16	Ⓔ to cancel latter half. Use lever (except ⇦) to move.
⇨ Ⓐ+Ⓚ	Biting Phoenix	M M M M M	20, 20, 10, 10, 15	
⇩ Ⓐ+Ⓚ	Lower Bo Smackdown	L L L L	10, 10, 20, 20	
↘ Ⓐ+Ⓚ	Trick Bo	L	45	Attack Throw. Ⓐ to escape throw.
⇙ Ⓐ+Ⓚ	Dirty Bo	L	50	Attack Throw. Ⓑ to escape throw.
⇦ Ⓐ+Ⓚ-Ⓚ-Ⓚ	Phoenix Flare–Raven Slaughter Thrust	M M M M M M	18, 18, 36, 16	Number of hits change depending on button timing.
⇩ ⇙ ⇦ Ⓐ+Ⓑ	Yin and Yang	M	30	Unblockable. Ⓔ to cancel.
While down, Ⓐ+Ⓑ	Heaven Monument	M	53	Ⓔ to cancel. Run into wall during cancel to kick the wall and move.
While down, Ⓐ+Ⓑ Ⓚ	Heaven Monument Full	L	37	First part cancelled.
Ⓑ+Ⓚ	Rising Bo Feint	M	50	Ⓔ to cancel.
⇦ Ⓑ+Ⓚ	Yin Rising	M M	15, 30	
⇙ or ⇩ or ↘ Ⓑ+Ⓚ	Playful Phoenix	L	30	⇙ or ⇩ or ↘ Ⓑ+Ⓚ ⇩ to cancel, shift to down on ground face up position. ⇙ or ⇩ or ↘ Ⓑ+Ⓚ ⇧ to cancel, shift to down on ground face down position.
⇦ Ⓑ+Ⓚ	Phoenix Lunge	L	45	
Ⓐ+Ⓚ	Phoenix Cross	M M	20, 25	
⇨ Ⓐ+Ⓚ	Bo Smack Down	H H H H H	20, 15, 8, 8, 8, 8	
↘ or ⇙ Ⓐ+Ⓚ	Phoenix Claw	L	25	
⇩ Ⓐ+Ⓚ	Wave Divide	L	28	
⇦ Ⓐ+Ⓚ	Phoenix Tail	L L	20, 20	
While down Ⓐ+Ⓚ	Rising Flare	L	35	
Ⓐ+Ⓚ	Retreating Thrust	H	7	During hit, shift to Step Back. During hit, Ⓐ or Ⓚ for additional attack (Mid).

WHILE CROUCHING

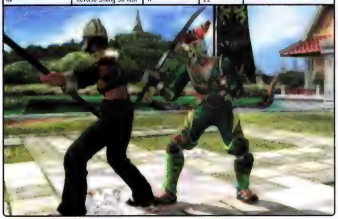
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Lower Bo Slice	L	13	
Ⓑ	Waterfall	M	16	
↘ Ⓑ	Stream Thrust	M	30	
⇙ Ⓑ	River Thrust	L	16	
Ⓚ	Sheng Su Low Kick	L	10	
Ⓐ+Ⓑ	Pounding Stones	M M M	20, 20, 20	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Ling Sheng Slash	M	27	
Ⓑ	Ling Shen Upper	M	32	
Ⓚ-Ⓚ	Phoenix Hop	M M	24, 24	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Bo Top	H	18	
Ⓑ	Reverse Waterfall	M	32	
Ⓚ	Reverse Sheng Su Kick	H	22	



WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Lower Bo Slice	L	16	
Ⓑ	Reverse Waterfall	M	26	
Ⓚ	Reverse Sheng Su Low Kick	L	16	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Bo Slice	L	30	
Ⓑ	Raining Bo Upper	M	24	
Ⓚ	Diving Sheng Su Sweep	L	20	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Scorthering Bo	M	20	
Ⓑ	Moon Arc	M	25	
Ⓚ	Phoenix Splits	H	20	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Bo Slice	L	30	
Ⓑ	Raining Bo Upper	M	24	
Ⓚ	Diving Sheng Su Sweep	L	20	

THROWS

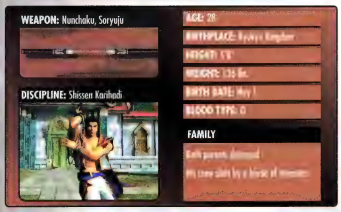
COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Light Breeze	60	Ⓐ to escape throw.
Ⓑ+Ⓚ	Heaven Dance	55	Ⓑ to escape throw.
Left Throw	Cutting Sadness	60	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Summer Gale	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Phoenix Pounce	55	Impossible to escape throw (except Voldo and Astaroth).
↓ ↘ ⇨ Ⓐ+Ⓚ ⇦ ⇨ Ⓐ+Ⓚ ↙ ↓ ↘ ⇦ Ⓑ	Festival of the Damned	13, 19, 28	Throw Additional Attack. Ⓐ during first and second parts to escape throw.
↓ ↘ ⇨ Ⓑ+Ⓚ	Festival of the Dead	15, 35	Ⓑ during first and second parts to escape throw.

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ Ⓐ	Cross Bo	H H	25, 25	
⇨ or ↗ or ↘ Ⓑ	Heavy Bo	M	23	Hold ❷ to shift to Attack Throw.
⇨ Ⓚ	Sliding	L	28	
⇨ Ⓑ+Ⓚ	Yin Rising	M M	15, 30	
↘ Ⓐ-Ⓐ	Gale Divide	M M	26,37	
↗ Ⓐ-Ⓐ	Gale Divide Haste	M M	27, 37	
↗ or ↘ Ⓚ-Ⓚ-Ⓚ	Rising Phoenix	M M M M	20, 25, 24, 24	
↗ or ↘ Ⓑ+Ⓚ	Yin Rising	M M	16, 31	
↑ or ↓ Ⓐ-Ⓐ-Ⓐ	Wind Divide Flare	M L L	27, 33, 25	↑ Ⓐ ⇩ ⇘ ⇨ to shift to Monument.
↑ or ↓ Ⓐ-Ⓑ	Mountain Curve	M M	26, 31	Ⓚ during second hit to cancel.
↑ or ↓ Ⓑ	Raven Slaughter	M	40	
↑ or ↓ Ⓚ	Mountain Sweep	L	24	
↑ or ↓ Ⓚ-Ⓐ	Mountain Breaker	L H	23, 35	
↑ or ↓ Ⓑ+Ⓚ	Rising Bo Feint	M	38	Ⓚ to cancel.
↖ or ↙ Ⓐ	Ling Sheng Slice	L	27	
↖ or ↙ Ⓑ	Phoenix Rage Thrust	M	61	Possible to hold.
↖ or ↙ or ← Ⓚ	Sheng Heh Kick	M	30	
↖ or ↙ Ⓑ+Ⓚ	Rising Bo Feint	M	50	Ⓚ to cancel.
← Ⓐ-Ⓐ	Cross Tide	M L	25, 26	← Ⓐ ⇩ ↘ ⇨ to shift to Monument.
← Ⓑ	Stream Thrust	L	20	
← Ⓑ+Ⓚ	Phoenix Lunge	L	45	

MAXI

PROFILE



BIOGRAPHY

Maxi, the pirate from Ryukyu (present-day Okinawa, Japan), led a carefree life on the high seas. Maxi looked to the west for new lands to explore and sailed towards Europe. While docked at a harbor in India, he encountered Kilik.

The hidden evil resident within Kilik attracted unwanted attention from a horde of monsters. The ensuing battle took the lives of Maxi's crew, who were helpless against these nightmarish foes. After the massacre, Maxi swore to seek revenge for his fallen comrades, and traveled with Kilik. Xianghua later joined the group, and together they headed for Europe.

Eventually, the group made their way into Nightmare's stronghold. The same monsters that slaughtered Maxi's crew waited for them at the castle.

Maxi forced his companions to go on while he stayed behind to confront Astaroth. After Astaroth's defeat, the god Ares commanded the ground to swallow up Maxi.

When Maxi awoke, he found himself resting on a riverbank. Luckily, a person from a nearby village rescued him. He quickly became popular among the villagers, but Maxi's wounds were graver than he realized—his wanderlust days were over.

Four years passed, then a rumor reached the village. The rumor was about a man with a gigantic ax.

Maxi had a horrible feeling that it was Astaroth. He tried to chase after the rumored man, but his body would not cooperate. Maxi visited the village medicine man to receive treatments for his injuries. The elder performed a secret ritual with a rare metal fragment.

Several days later, Maxi left the village with the promise to return one day. Maxi did not realize that he had lost the memories of his companions in exchange for the restoration of his body.

ELEMENTS OF STYLE

Maxi is one of the most developed and complicated characters in the series. Rarely used appropriately by beginners, it's very easy to lose control of him if people don't have a very keen grasp of what to do. Button mashers can get Maxi to initiate a number of combos, but it's not hard for their opponents to avoid these and tear Maxi to ribbons.

Maxi has two major modes of combat. Controlled carefully, he has a gifted poke lineup; this allows him to do substantial damage with safe and useful mixups. This strategy is the core of skilled Maxi usage. Skillful players eventually learn to keep him on a short chain and get him to perform only what he is supposed to. The other mode of play is similar to a weapon kata. Maxi gets into series of attacks that take time and concentration to complete or break away from. By poking, frustrating, and training enemies to expect the wrong things, Maxi can clear a path for his greater combinations.

Stylistically speaking, Maxi is a character who stays in motion and carries a fight's momentum. Players who want to stay in control of the pace or enjoy a very detailed move set will be happiest with Maxi. Though it is easier to engage opponents with some of the easier characters, Maxi gains both interest and respect from a wide range of players. Only the most dedicated would praise the pirate's fashion sense, but that is another matter entirely.

STRENGTHS

People get confused and scared by Maxi's eccentric style. Unless Maxi's player is going against some of the finest players in an area, this creates an advantage. Maxi looks and feels unique, making it harder for people to catch the rhythm of his actions. Anyone with a developed talent for mixing their own patterns will get the most out of this. Maxi pushes even some dedicated aggressive players into more passive routines just by being what he is.

Maxi's combos deal high damage in little time. Because these combos are fairly flexible, defenders won't have an easy time of things if they are properly conditioned before the attack begins. It takes quite a while to master all of the moves that lead into the various stance changes that Maxi uses, but the rewards are worth it.

Maxi can frustrate and obfuscate with the best characters in any fighting game. By staying in motion and mixing moves naturally, he keeps even perceptive opponents from knowing where the next attack is going. By holding off on the longer combos, Maxi gains a tremendous edge in the chaotic aspects of play; it's always dangerous to try a Guard Impact or risky attack against him. This leaves foes the option to play defensively—risky against a skilled Maxi player—or poke back.

WEAKNESSES

As stated, Maxi has a mind of his own. Players without enough training often launch entire attack sets that aren't intended. Hearing people yell, "What are you doing?" at their own character is pretty darn funny, but not everyone wants to be that person. Players who are easily frustrated or aren't interested in putting hours into training will want to move along and try someone else.

Defensively, Maxi is not a solid character. Without an aggressive and active mindset, players won't get much out of Maxi. There are a number of warriors in *SOULCALIBUR II* who are able to play defensively, and counterattack with great skill. Giving up initiative and momentum is almost suicidal for this guy.

Maxi is hard to play against the same opponent consistently. Opponents who learn a Maxi player's style can really turn a world of abuse against him. This makes Maxi a character who requires constant training and modification to master; a person has to have several meta-routines that can be used to deal with different situations. Most characters lack a "one size fits all" solution, but Maxi is the worst off in that regard.

PATH TO MASTERY

Nobody can pick Maxi up in a day, but this primer will get players on the best path. It is essential to try many of these techniques outside of heated combat. Maxi is certainly one of the warriors who is best developed in private before engaging active opponents. Once a person has the moves down completely, it's time to see what works well in a real-world scenario.

Poke and Poke Again

Maxi has a ton of good poking moves. These soften and frustrate targets to create better opportunities later in each fight. Because many of these light attacks also shift into Maxi's various stances, there are countless mix-ups at a players' disposal.

The special move Twin Snakes (Ⓐ+Ⓑ to Right Cross) is about as basic as they come, but it can be guard cancelled, used as a single attack, or used to shift into Right Cross. Snake Bite (Ⓡ to Right Outer) can also be cancelled in favor of another fast attack or throw. It can also be used as Ⓑ+Ⓡ to Right Cross for some very damaging attacks.

Guillotine Dance (↘+Ⓐ+Ⓚ) gives Maxi a nifty low then high attack. Dandy Surprise (↓↘→+Ⓐ) is more risky, but it also gives a solid low attack for targets that have grown complacent with high pokes and combos.

Fury (Ⓚ+ⒷⒷⒷⒷⒷ) is another such heavy attack that is effective after a surprise Guard Impact or a stance cancel that causes a foe to react poorly. Dragon Roar Sweep (←+Ⓑ+Ⓚ) manages to catch more targets than it rightfully should, it also threatens a ring out if enemies back too close to an edge.

Stone Wall (Ⓐ+Ⓚ to Left Outer) offers more potential for a decent attack and a sensible change into a useful stance.

Maxi Attack Strings

Right Cross has some effective and easy combos. Moving from Twin Snakes into Tiger Pounce (Ⓐ+Ⓑ to Right Cross Ⓐ) will catch unaware people for a while. This combo can be cancelled at multiple points, making it safe when the target is reacting appropriately. A Snake Bite (Ⓡ+Ⓑ to Right Cross Ⓐ) also sets up Tiger Pounce. If defenders leave themselves open, but block consistently to counter Tiger Pounce, mix it up and change to Water Slice (During Right Cross Ⓑ+Ⓚ) instead.

During Right Outer, there are several natural mixups. Starting from Snake Bite, Maxi heads into Dragon Bite (Ⓡ to Right Outer Ⓐ+Ⓚ) or Falling Dragon (Ⓡ to Right Outer Ⓡ+Ⓐ). Combined with the normal blend of cancels, this raises the stakes for a guessing game that is very dangerous for Maxi's foes.

Going into Left Outer is vaguely similar in its result, but adds variety to the initial combo. Steel Dragon with Bloody Cross (→+Ⓑ+Ⓡ to Left Outer Ⓐ+Ⓚ) goes low after the first hit, making it very hard for defenders to compensate; using Wing Sobat (Ⓐ+Ⓡ to Left Outer Ⓡ+Ⓚ) as a mix-up punishes any crouch in the middle of the combo, further obscuring Maxi's intentions.

How to Avoid Defensive Playing

With all of the emphasis on maintaining an aggressive attack routine, it should be useful to explain more ways to keep the pressure high against opponents. At the most basic level, Maxi should almost never retreat or play defensively; any backward movement should be a trap to lure people forward, or to lower their own defenses. Standing in place to defend and counter is not going to pay off for a player either. Even a game of evasive movements and attack isn't as effective in Maxi's hands as it would be with Seung Mina, Taki, Raphael, or just about anyone else in the game. Maxi needs to get close and stay active.

Using stance and guard cancels can be a good way to accomplish this. Attacks that end in a stance, such as a standard Dragon Splitter (←+Ⓑ to Left Outer) can cancel Left Outer by tapping Ⓚ during the move's execution. After opponents are trained to expect some of the nasty stance attacks that Maxi can bring to bear, a stance cancel will sow uncertainty. Many dangerous-looking attacks, Tiger Pounce (During Right Cross Ⓐ+Ⓑ) for example, can also be cancelled to trip enemy defenses and open the target for a heavy attack while they are exposed.

MAXI STANCES

PURE SOUL LOOP

COMMAND	MOVE NAME	ATK LVL	NOTES
During Stance ➡	Pure Soul Loop 1	Stance Loop	Left Inner→Left Outer→(Behind Lower→)Right Cross→(Right Outer) Repeat stances in parenthesis.
During Stance ⬅	Pure Soul Loop 2	Stance Loop	Left Outer→Left Inner→(Right Cross→)Behind Lower→(Right Outer) Repeat stances in parenthesis.
During Stance Ⓐ+Ⓡ	Pure Soul Loop 3	Stance Loop	Right Cross→Left Inner→Behind Lower→(Left Outer→)Right Outer) Repeat stances in parenthesis.

Pure Soul Loop 1 (During Any Stance ➡) is maintained by holding ➡ and will chain Maxi through his stances in this order: Left Inner → Left Outer → Repeat (Behind Lower → Right Cross → Right Outer.) Pure Soul Loop 2 (Any Stance ⬅) is maintained by holding ⬅ and will chain Maxi through his stances in this order: Left Outer → Left Inner → Repeat (Right Cross → Behind Lower → Right Outer). Pure Soul Loop 3 (Any Stance Ⓐ+Ⓡ) is maintained by holding Ⓐ+Ⓡ and will chain Maxi through his stances in this order: Right Cross → Left Inner → Behind Lower → Repeat (Left Outer → Right Outer.)

The Pure Soul Loops are not very safe and shouldn't be overused. Like Guard Impacts, these are actions that should be used when the player knows what to do and how to succeed. Entering a Pure Soul Loop and hoping for an opportunity is rarely effective. Experienced players are so comfortable with the timing that they can reach any desired stance and attack within a few moments.

Pure Soul Loops are chains of the existing stances that Maxi will enter by holding certain buttons during a stance. No matter which of the stances are being used, Maxi can enter a Pure Soul Loop.

RIGHT OUTER

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Right Outer			Special Stance. Shift to neutral position if no input.
Ⓐ/Ⓡ	Dragon Bite	H M	69	Possible to hold second hit. During Right Outer Ⓐ to shift to Behind Lower.
Ⓡ/Ⓡ/Ⓡ	Dragon Wing Sobat	M M M	100	Ⓡ Ⓡ or Ⓡ to shift to Right Cross. Possible to hold second hit. Ⓡ during third hit to cancel.
Ⓡ/Ⓐ	Falling Dragon	M L	30, 25	
Ⓡ/Ⓡ	Dragon Pounce	M M	58	Possible to hold second hit.

Right Outer is one of Maxi's faster stances. Strings can be launched out of this position, so this is useful for maintaining pressure on defenders. There are elements of Side Steps worked into these attacks, so they can be used for dodging vertical attacks and landing counter hits.

BEHIND LOWER

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Behind Lower			Special Stance. Shift to neutral position if no input.
Ⓐ	Inverted Moon	H	25	
Ⓡ	Lunging Biting Upper	M	34	Shift to Left Outer. Possible to hold.
Ⓡ/Ⓡ	Fury Kicks	L H	25, 25	

Behind Lower is a defensive stance for Maxi attacks. Many of these movements give Maxi a chance to back away while making an attack. Because Maxi is such a sound aggressive character, this is a better stance as a surprise reaction to throw off enemy predictions and timing.

RIGHT CROSS

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Right Cross			Special Stance. Shift to neutral position if no input.
Ⓐ	Tiger Pounce	M M	30, 32	Ⓡ to cancel.
Ⓐ Ⓐ Ⓐ	Striking Snake	H	35	
Ⓐ Ⓐ ↑ Ⓡ	Cobra Fangs	M	35	Shift to Left Outer.
Ⓡ	Mark of the Beast	M M M M	64	
Ⓡ/Ⓡ	Water Slice	L M	35, 21	

Right Cross is the heavy attack stance. Though slow, these moves are very damaging. Right Cross is not particularly abusable, but specific use is very good to slip between pokes.

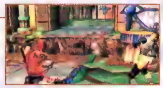
LEFT OUTER

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Left Outer			Special Stance. Shift to Right Cross if no input.
Ⓐ/Ⓡ	Bloody Cross	L M	30, 32	
Ⓡ	Wing Slice	M	25	Possible to hold. Shift to Right Cross.
Ⓡ/Ⓡ	Wing Sobat	M M	25, 25	Ⓡ during second hit to cancel. Possible to hold first hit.
Ⓡ	Circle Kick	L	32	

Left Outer has many of the same properties as Right Outer, but is slightly better for keeping pressure at medium range and farther away.

LEFT INNER

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Left Inner			Special Stance. Shift to Behind Lower if no input.
Ⓐ	Purity Cross	H	35	Ⓐ Ⓐ to shift to Right Cross.
Ⓡ	Canyon Carve	M	42	Shift to Behind Lower. Ⓡ Ⓡ to cancel attack and shift to Right Outer.
Ⓡ/Ⓡ	Wheel Kick	M H	30, 22	Possible to delay second hit.



Left Inner uses more defensive movements without retreating. This series of attacks allow for crouch movements, Side Steps, and is generally good for countering bland enemy advances. Because Maxi is supposed to keep the initiative to stay at his best, Left Inner attacks should not be in player's routines as often as the others.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ-Ⓐ	Twin Snakes	H H	14, 20	Shift to Right Cross. Ⓑ during first hit to cancel.
⇙ Ⓐ	Snake Scythe	L	34	
⇩ Ⓐ	Tongue	S.M.	15	
⇘ Ⓐ	Lotus	M	30	
⇦ Ⓐ	Nunchaku Slap	H	35	⇦ Ⓐ ⇩ Ⓚ to shift to Right Outer.
⇦ Ⓐ-Ⓑ	Nunchaku Slap to Steel Dragon	H H	37, 47	⇦ Ⓐ ⇩ Ⓑ to shift to Left Outer.
⇦ Ⓐ-Ⓑ ⬅	N.Slap to Bonding Nunchaku	H M M M M M	85	Shift to Left Inner. Ⓒ to cancel.
⇦ Ⓐ ⇨ Ⓐ-Ⓑ	Serpent's Bane	H M M M	102	Possible to delay fourth hit. Possible to hold fourth hit.
⇦ ⇦ Ⓐ	Wave Slice	L	36	
⇨ Ⓐ	Lunging Snake	L H	22	
⇨ ⇨ Ⓐ	Tiger Pounce	MM	28, 32	Ⓒ to cancel.
⇦ ⇦ Ⓐ Ⓑ Ⓐ	Shirking Snake	H	14, 35	
⇦ ⇦ Ⓐ Ⓑ ? Ⓑ	Cobra Fangs	M	14, 35	Shift to Left Outer.
⇩ ⇘ ⇨ Ⓐ	Dandy Surprise	L L L L L	50	Shift to Behind Lower.
Ⓐ-Ⓚ	Stone Wall	H M	25, 24	Shift to Left Outer.
Ⓐ-Ⓚ ⇦	Stone Kick	M	37	
Ⓑ	Snake Bite	M	20	Shift to Right Outer. Ⓒ to cancel.
Ⓑ ⇩	Serpent's Breath	M	47	Shift to Right Outer.
⇙ Ⓑ	Inner Biting Upper	M	23	
⇩ Ⓑ	Falling Fang	M	18	
⇘ Ⓑ	Biting Upper	M	32	
⇦ Ⓑ	Snake Kiss	M	20	Shift to Left Outer.
⇦ ⇦ Ⓑ	Reverse Snake Cross	M	25	Shift to Right Cross.
⇨ Ⓑ	Steel Dragon	H	47	⇨ Ⓑ Ⓑ to shift to Left Outer.
⇨ Ⓑ ⬅	Branding Nunchaku	M M M M M	50	Shift to Left Inner. Ⓒ to cancel.
⇨ ⇨ Ⓐ-Ⓐ-Ⓑ	Serpent's Desire	M M M	67~95	Possible to delay third hit. Possible to hold third hit.
⇨ ⇨ Ⓑ	Dragon Splinter	M	38	Shift to Left Outer. ⇨ ⇦ Ⓑ+Ⓒ to cancel shift.

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇘ ⇨ Ⓚ	Mantis Lunge	M M M	52	Shift to Left Inner. ⇦ ⇘ ⇨ Ⓐ+Ⓒ to cancel.
Ⓚ	Fang Scratch	H	20	Ⓒ to cancel.
⇙ Ⓚ	Quick Slice	L	14	
⇩ Ⓚ Ⓚ	Illusion Kick	L M	18, 35	Shift to Right Outer.
⇩ Ⓚ Ⓚ	Illusion Low Kicks	L L	18, 20	
⇘ Ⓚ	Snap Kick	M	22	
⇦ Ⓚ	Right Roundhouse	H	32	
⇦ ⇨ Ⓚ	Rolling Sobat	H	42	
⇨ Ⓚ	Left Roundhouse	H	32	
⇨ ⇨ Ⓚ Ⓚ	Dragon Roar Bite	H M	38, 35	Shift to Right Outer.
⇨ ⇨ Ⓚ Ⓚ	Dragon Roar Sweep	H L	38, 30	
⇩ ⇘ ⇨ Ⓚ	Hurricane	M M M M	50	Ⓒ to cancel. When Cancelled immediately, no hit properties.
Ⓚ-Ⓐ	Falling Dragon	M L	30, 25	Possible to hold second hit.
Ⓚ-Ⓚ	Dragon Pounce	M M	30, 26	Possible to hold second hit.
Ⓐ-Ⓑ	Serpent's Pleasure	M M	24, 26	Ⓐ+Ⓑ ⇩ to cancel second hit and shift to Right Cross.
⇦ Ⓐ+Ⓑ	Yoga of Pleasure	M M	25, 34	Possible to hold.
⇨ Ⓐ+Ⓑ	Dragon's Sky	H	50	Shift to Behind Lower. ⇨ Ⓐ+Ⓑ+Ⓒ to cancel shift.
Ⓑ+Ⓚ Ⓑ Ⓑ Ⓚ Ⓐ	Fury	M M M M M M M M	69	Shift to Right Outer.
⇩ Ⓑ+Ⓚ Ⓑ	Tiger Slaughter	L L	15, 27	
⇘ Ⓑ+Ⓚ	Nunchaku Lick	L	20	⇘ Ⓑ+Ⓚ Ⓑ to shift to Right Outer.
⇦ Ⓑ+Ⓚ	Twisted Loop	M	51	Unblockable. Ⓒ to cancel.
⇨ ⇨ Ⓑ+Ⓚ	Dragon Cannon	M	46	
Ⓐ+Ⓚ or ⇦ or ⇨ Ⓐ+Ⓚ	Left Inner			Special Stance. Shift to Left Inner.
⇩ Ⓐ+Ⓚ	Right Outer~ Behind Lower			Special Stance. Shift to Right Outer. Shift automatically to Behind Lower. 2P ⇧ Ⓐ+Ⓚ
⇘ Ⓐ+Ⓚ	Guillotine Dance	L H	26, 24	

WHILE CROUCHING

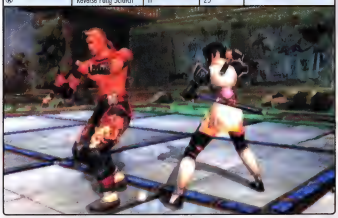
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Tongue	S.M.	15	
⇘ Ⓐ-Ⓐ	Rope Dancer	L L L	8, 8, 8	All three hits shift to Right Outer.
⇙ Ⓐ Ⓑ	Scythe Fang	L M	32, 32	Shift to Left Outer.
Ⓑ	Crouching Inner Upper	M	18	
Ⓚ	Quick Slice	L	14	
Ⓐ+Ⓑ	Dragon's Brand	M	50	Shift to Left Inner.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Nunchaku Cross	M	22	
Ⓑ	Rolling Biting Upper	M	24	Shift to Left Inner.
Ⓚ Ⓚ	Dragon Scream	M H	35, 22	
Ⓐ+Ⓑ	Dragon's Brand	M	52	Shift to Left Inner.

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Snake	H	15	
Ⓑ	Reverse Snake Bite	M	22	
Ⓚ	Reverse Fang Scratch	H	25	



WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Tongue	L	15	
Ⓑ	Reverse Biting Upper	M	18	
Ⓚ	Reverse Illusion Kick	L	14	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Leaping Snake	H	26	
Ⓑ	Cobra Fangs	M	35	Shift to Left Outer.
Ⓚ	Jump Kick	M	20	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡Ⓐ	Tiger Pounce	M M	28, 32	Ⓚ to cancel.
➡Ⓐ Ⓑ Ⓐ	Striking Snake	H	35	
➡Ⓐ Ⓑ ⇑ Ⓑ	Cobra Fangs	M	35	Shift to Left Outer.
➡Ⓑ	Dragon Splinter	M	38	Shift to Left Outer. ➡Ⓑ Ⓚ to cancel shift.
➡Ⓚ	Sliding	L	28	Sliding.
➡Ⓐ+Ⓑ	Cobra Strike	H	50	Shift to Behind Lower. ➡Ⓐ+Ⓑ Ⓚ to cancel shift.
➡Ⓐ+Ⓚ	Dragon Cannon	M	46	
Any Directional Input Ⓐ+Ⓚ	Dandy Surprise	L L L L L	50	Shift to Behind Lower.
⬈ or ➘Ⓐ	Striking Snake	H	36	
⬈ or ➘Ⓑ	Return of Fear	M	50	Shift to Behind Lower. ⬈ or ➘Ⓑ Ⓚ to shift to Right Cross.
⬈ or ➘Ⓚ	Back Kick	M	18	
⬈ or ➘ ⇑ or ⇓ Ⓐ+Ⓑ	Serpent's Pleasure	M M	25, 27	
⬈ or ➘Ⓑ+Ⓚ	Dragon Cannon	M	46	
⇑ or ⇓ Ⓐ	Northern Lights	M	40	⇓Ⓐ to shift to Left Inner
⇑ or ⇓ Ⓑ	Steel Dragon	H	47	Shift to Left Outer.
⇑ or ⇓ Ⓑ ➡	Branding Nunchaku	M M M M M	50	Shift to Left Inner. Ⓚ to cancel.
⇑ or ⇓ Ⓑ Ⓐ Ⓑ	Serpent's Desire	M M M	73	Possible to delay third hit. Possible to hold third hit.
⇑ Ⓚ	Circle Kick	L	34	
⇑ or ⇓ or ➘ or ⬋ Ⓑ+Ⓚ	Hurricane	M M M M	70	Ⓚ to cancel. When cancelled immediately, no hit properties.
⇓ Ⓐ Ⓚ	Water Slice	L M	32, 22	
➘ or ⬋ or ➡Ⓐ	Wave Slice	L	36	
➘ or ⬋Ⓑ	Mark of the Beast	M M M M	65	
➘ or ⬋ or Ⓚ ➡	Rolling Sobat	H	42	
➘ or ⬋ or ➡Ⓐ+Ⓑ	Rage of Pleasure	M M	64	Possible to hold.
⬅Ⓚ	Reverse Smoke Cross	M	25	Shift to Right Cross.
⬅Ⓐ+Ⓚ	Twisted Loop	M	51	Unblockable. Ⓚ to cancel.

JUMP DELAY

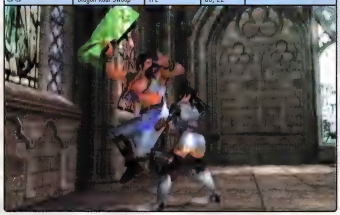
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Falling Snake Scythe	L	24	Shift to Right Cross.
Ⓑ	Falling Nunchaku Lick	L	30	Shift to Right Outer.
Ⓚ	Reverse Roundhouse	M	37	

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Falling Heaven Dragon	60	Ⓐ to escape throw.
Ⓑ+Ⓚ	Lynching	60	Ⓑ to escape throw.
Left Throw	Dragon Destroyer	60	Same Button as Throw (Ⓐ or Ⓑ) to escape.
Right Throw	Leaving the Dragon Nest	60	Shift to Behind Lower. Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Parting the Waves	60	Impossible to escape throw (except for Valdo and Asteroth).

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Falling Snake Scythe	L	24	Shift to Right Cross.
Ⓑ	Falling Nunchaku Lick	L	30	Shift to Right Outer.
Ⓚ Ⓑ	Dragon Roar Bite	H M	38, 35	Shift to Right Outer.
Ⓚ Ⓚ	Dragon Roar Sweep	H L	38, 22	



MITSURUGI

HEISHIRO MITSURUGI

WEAPON: Katana, Shishi-Oh

DISCIPLINE: Tenpu-Kosai-Ryu Kai

AGE: 29
BIRTHPLACE: Bizen, Japan
HEIGHT: 5'7"
WEIGHT: 142 Pounds
BIRTH DATE: June 8
BLOOD TYPE: AB

FAMILY
All immediate family taken by sickness

BIOGRAPHY

Although Mitsurugi was born into a peasant family, this did not stop him from becoming a renowned mercenary with nicknames such as "One Man Army" and "Demon."

One day, Mitsurugi, beaten by a rifle called Tanegashima, happened upon a story of a massive sword called Soul Edge.

Mitsurugi crossed the ocean in search of Soul Edge. During his journey, he heard rumors that Soul Edge's wielder, Nightmare, had disappeared, but Mitsurugi was unwilling to give up.

Four years after his quest had begun, Mitsurugi stumbled upon the trail of Soul Edge while visiting a castle near the Ming frontier. A mysterious man handed him a piece of Soul Edge. Mitsurugi had his doubts, but ultimately decided to believe the man.

Soon afterwards, an incident occurred where a servant of the Ming Emperor arrived at the castle, demanding for the "Sword of Heroes." The lord slew the servant when he refused to leave without the sword.

"War is coming," thought Mitsurugi.

He sensed the same storm brewing that he had felt before on countless battlefields.

ELEMENTS OF STYLE

Mitsurugi is a medium range character with a strong leaning toward offense and damage. Players who enjoy harrying enemies, in air and on the ground, and those with a hunger for Japanese sword-styles will be very happy with this mercenary. Mitsurugi fights with a samurai's flair for dispatching attacks and deadly sweeps. His katana bears the proper look and style for use in dueling, and Mitsurugi has several extra stances that visually compliment his moves.

Up close, Mitsurugi is slower than many of his opponents, having a disadvantage against the likes of Taki and Xianghua. People who can keep the pressure on Mitsurugi can keep his best attributes from coming to light. Mitsurugi doesn't look as slow as Astaroth, but in some ways he can be. Outside of his poking game, Mitsurugi uses heavy, slow attacks to put people on their collective rumps. Yet, this disadvantage is softened by Mitsurugi's considerable ability to delay and hold many single and combination strikes. Adding a few guard cancels into the mix makes it even easier for this dedicated mercenary to deceive opponents; this trickery is one of Mitsurugi's critical elements of play.

Because Mitsurugi has many powerful vertical attacks, he is seen as a heads on type of fighter. Some characters dance around the ring, roll here and there, and try to outmaneuver everyone else. Mitsurugi is not cut out for flamboyance; he is meant to Step In, close distance, and take the strike he needs. Instead of relying on Side Steps to avoid damage, Mitsurugi must either block consistently or use some of his interesting feints.

Mitsurugi is a top-notch character for beginners because he is easy to pick up. Mastery shows the best and worst of this glorious mercenary, and even then he is a solid choice for any offensive player.

STRENGTHS

Mitsurugi is a demon if he can get an edge against an opponent. Combining simple but powerful juggles and a vicious wake up game, Mitsurugi is a wonderful choice for taking out opponents who are soft on blocking. On the offensive (where he should be), Mitsurugi has potent launching attacks, cruel juggles, and plenty of ground hits to punish sleeping foes.

Mitsurugi does not have to move forward predictably either. With a nice selection of advancing attacks, Mitsurugi really gets to set the pace of a match if his player is on the ball. This makes Mitsurugi a dominant force at medium range. The number of decent crouch attacks at his disposal merge with several advancing attacks to give Mitsurugi a clean opening for all but the most alert of opponents.

WEAKNESSES

What keeps Mitsurugi from being too powerful? Most players soon realize that Mitsurugi has a fair number of defensive problems, especially when enemies aren't cowed by his brazen attacks. Mitsurugi is not very fast when it comes to Side Stepping, sometimes being struck on moves that would miss equally-timed evades by other characters. Even worse, he is somewhat easy to Guard Impact if his tricks fall into a pattern. Many of Mitsurugi's best strikes are made by arcing his blade in a fairly smooth cut across the screen; only a few of these blows are deceptive enough to consistently fool experienced players. Thus, the skilled mercenary begins to lose some of his edge when the competition picks up. In short, Mitsurugi telegraphs a fair number of his moves, and talented players must work even harder with their mind games than with other characters.

Though Mitsurugi has a number of ways to deal damage against prone targets, many of his low attacks take too much time for heavy use in combat. This can become a problem when enemies get used to Mitsurugi's somewhat tardy sweeping low attacks. Once people expect Mitsurugi to stay high, it becomes easier for defenders to manage his splendid launchers and combos. One good way to keep this from happening is to periodically get into a full crouch and throw a tandem series of quick slashes at an enemy Knee Slice (While Crouching ⊗) and can catch people off guard with its speed. Even on occasions when this gets Mitsurugi punished, it pays for itself in the uncertainty it sows. Mitsurugi has to keep opponents looking low for his gorgeous mids to land successfully.

PATH TO MASTERY

Mitsurugi's greatest secrets are hidden in his eccentric combinations. Throwing certain moves together in rare ways keeps enemies off guard and allows many more hits to land.

Simple Knockdown and Wake Up Tricks

When the time comes to put people on the ground, try Stalk Shaver (⇩⇨Ⓚ) for a low knockdown, and Autumn Requiem (Ⓖ+Ⓚ) for a mid attack. Neither of these are especially fast, which is why they should be held back. Try these post-Guard Impact, after a skilled Side Step, or perhaps to counter a high strike, especially with Stalk Shaver.

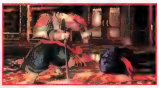
During the enemy's wake up, use ⇦Ⓚ or Shin Slicer (⇙Ⓐ) to deal heavy ground damage against very unwary foes. Try Hell Flash (⇩ or ⇧Ⓑ) for a faster shot that lands against standing or crouched enemies if they don't block their midriff.

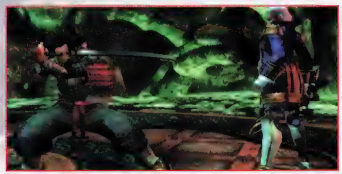
Advancing with Malice

Not being a man of evasion, Mitsurugi tends to require some fast footwork to launch attacks. By covering ground aggressively, Mitsurugi prevents defenders from having as many options for stopping his ingress.

At first, Mitsurugi's verticals rule the day. Use Mask (Ⓑ⇨) or Forced Prayer Divide (Ⓑ⇨Ⓑ) and move forward with a bit of coverage, while Heavenly Prayer (➡Ⓑ⇨Ⓑ) brings more attitude into the fray. Be wary of the third swing from that combo because of its recovery time.

Just when defenders start to realize how easily these attacks are Side Stepped, mix in Double Scythe (⇩ or ⇧Ⓐ⇨Ⓐ) for a bit of peripheral coverage. If the defender instead tries to duck, Bullet Cutter (⇦Ⓚ⇨Ⓑ) should shake them up pretty well.





Launch Opportunities

Mitsurugi's best juggle is Stone Wall Thrust (⇩⇘⇨Ⓑ). To get a few more of these into normal battles, try to add Heaven Cannon (⇘Ⓑ) after a successful Guard Impact, or use Flag Dance (⇙Ⓑ) to launch. These are crouching moves, so they also slip under high horizontals for a counter hit launch that punishes button mashers nicely. The nice thing about using Flag Dance is that it can be held slightly increase damage and a shift in timing.

Countering Side Step Attacks

Many people count on Mitsurugi to bring waves of vertical cuts into a duel. There is a good reason for this, but Mitsurugi's adequate horizontals serve him well when people start to rely too heavily on Side Stepping. Use Double Reaver's first strike (⇨Ⓚ) to advance and tap a Side Stepper at medium range. Using Double Scythe will help too. Going into the Relic stance to pull away and counter is also a fair option.

Speaking of stances to counter Side Step attacks, Relic has a horizontal sweep named Parting Arc (During Relic Ⓚ) with more coverage than just about anything around.

Quick Combo Extenders

Rising Knee (⇨⇨Ⓚ) should be used at the end of combos to keep things moving. Enemies who want to get a counter hit will let their guard down for a strike, but the short frame time of this attack makes it very difficult for most characters to respond before Mitsurugi lays them out. This flying knee knocks people down on counter hit, thus promoting some fast mid or low shots to keep the pressure high. In addition, this move has serious ring out potential if a combo has already pushed the opponent close to the edge; consider Heavenly Prayer finished with Rising Knee.

Splitting Gold (⇘Ⓐ) and Double Scythe are also good to try at the end of combos. Mix these with Steel Slicer (During Mist Ⓐ+Ⓑ) to launch or Wind Hole Vortex (⇦Ⓚ) to avoid and counter.

MITSURUGI STANCES

RELIC

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦Ⓐ+Ⓡ	Relic			Special Stance. Directional Input to move.
Ⓐ	Parting Arc	H	38	Ⓐ/Ⓑ to shift to Mist.
Ⓑ	Fire Brand	M	38	
Ⓚ	Relic Low Kick	L	17	❹ to maintain stance.
Ⓐ+Ⓑ	Bill of Fire	H	28–42	Unblockable. Possible to hold. Depending on hold length, the Attack Levels change from M (Unblockable) to L L (Unblockable). Maintain stance (excluding when Attack Level is L L).
Ⓡ+Ⓚ	Mist			Special Stance. Shift to Mist.
Ⓐ+Ⓑ+Ⓚ or ⇨ Ⓡ	False Purification			Special Action. Guard Impact properties (vs. Horizontal). After Guard Impact, Auto Counter. Maintain stance only when Guard Impact does not occur.

Relic stance is entered with (⇦Ⓐ+Ⓡ). This stance pulls Mitsurugi back a step and puts him into a partial crouch, allowing many high or shallow strike to pass harmlessly by. Respond with Fire Brand (Ⓑ) to Side Step, leap forward, and punish the aggressor.

MIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨Ⓐ+Ⓡ	Mist			Special Stance. Directional Input to move.
Ⓐ,Ⓐ,Ⓐ	Mist Stab Combo	H H H	11, 11, 11	Maintain stance for first hit only. Ⓐ/Ⓑ+Ⓚ to shift to Relic. Ⓐ/Ⓐ/Ⓐ+Ⓡ to shift to Relic. Ⓐ/Ⓐ/Ⓐ/Ⓑ+Ⓚ to shift to Relic.
Ⓐ/Ⓑ	Mist Thrust	H M	11, 54–59	Attack Throw. Maintain stance for first hit only. Ⓐ/Ⓑ ⇨ to change position after throw.
Ⓐ/Ⓚ	Mist Pursuit	H L	11, 19	
Ⓑ	Dividing Thrust	M	66–71	Attack Throw. Ⓑ ⇨ to change position after throw.
Ⓚ	Water Mist Kick	L	19	
Ⓐ+Ⓑ	Divide	M	52	Guard Impact properties (vs. High/Mid).
Ⓑ+Ⓚ	Relic			Special Stance. Shift to Relic.

Mist is entered with ⇨Ⓐ+Ⓡ. Mist isn't nearly as useful defensively, but it can quickly be used with Mist Stab Combo (Ⓐ/Ⓐ/Ⓐ). Even better, try moving from Mist Stab Combo into Relic's Fire Brand (Ⓐ/Ⓐ/Ⓑ+Ⓚ/Ⓑ). Using Fire Brand at the end will add a fair measure of punishment for enemies who persist in their own attacks.

HALF MOON DEATH

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇧ or ⇩ Ⓑ+Ⓚ or ⇦ ⇘ ⇩ ⇙ ⇦Ⓐ	Half Moon Death			Special Movement. ⇧ or ❹ Ⓑ+Ⓚ to move (Limited to direction you started towards).
Ⓐ/Ⓐ	Summer Eve	H H	25, 40	
Immediately during Half Moon Death Ⓐ or ⇨ ⇘ ⇩ ⇙ ⇦❶	Star Fall Eve	H	24	
Ⓑ/Ⓑ	Crescent Moon	M M	19, 28	
Ⓐ/Ⓚ	Trooper Roll	M	41	
Ⓚ	Shin Clip	L	23	

FULL MOON DEATH

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ or ⇘ or ⇙ Ⓑ+Ⓚ or ⇦ ⇘ ⇩ ⇙ ⇦Ⓡ	Full Moon Death			Special Movement. Directional Input to move.
⇨Ⓐ+Ⓡ	Mask	H	28	
Ⓐ	Full Moon Harvest	H	57	Unblockable.
Ⓑ	Full Moon Stab	M	66	Unblockable.
Ⓚ	Shin Clip	L	17	

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Twin Splinters	H H	13, 16	Ⓔ to cancel first hit.
Ⓐ ⇨ or ⇦Ⓐ + Ⓚ	Disembowel	H	33	Guard Impact properties (vs. Vertical Downward strikes only).
⇙Ⓐ	Shin Slicer	L	42	Possible to hold.
⇙Ⓐ+Ⓑ	Shin Slicer Feint	M	52	Cancels first hit. Possible to hold first hit.
⇩Ⓐ	Knee Slice	SM	12	
↘Ⓐ	Splitting Gold	M	21	
⇦Ⓐ	Drawn Breath	H	28	⇦Ⓐ⇨ to shift to Mist.
⇨Ⓐ+Ⓚ	Double Reaver	H M	16, 23	
⇦⇦Ⓐ	Drawn Air	M	38	⇦ ⇦Ⓐ to shift to Relic.
⇨⇨Ⓐ+Ⓚ	Swift Edge	H H	23, 23	⇨⇨Ⓐ⇧ or ⇩ to shift to Half Moon Death.
⇩↘⇨	Silent Step			Special Movement. Forward Step.
⇩↘⇨Ⓐ	Parting Thrust	H	28–33	Possible to hold.
Ⓑ+Ⓡ	Forced Prayer Divide	M M	17, 19	Possible to cancel after first hit with Ⓔ. Ⓑ+Ⓡ⇦ to shift to Mist. Possible to delay second hit. Ⓑ to delay Ⓡ ⇧ or ⇩ to shift to Half Moon Death.
⇙Ⓑ	Flag Dance	M	33	Possible to hold.
⇩Ⓑ	Rust	M	17	
↘Ⓑ	Heaven Cannon	M	33	
⇦Ⓑ	Wind Hole Vortex	M	42–55	⇦Ⓑ⇨ to shift to Mist. Possible to hold.
⇨Ⓑ	Wind Hole (High)	M	24	
⇨Ⓑ⇧	Wind Hole	H	20	
⇨Ⓑ⇩	Wind Hole (Low)	L	20–35	
⇨Ⓑ⇦	Front Wind Hole	M	47	
⇨Ⓑ⇦Ⓑ	Dual Wind Hole	M M	24, 47	⇨Ⓑ⇦Ⓑ⇨ to cancel second hit and shift to Mist.
⇦⇦Ⓑ+Ⓡ	Forced God Divide	M M	22, 33	Possible to hold second hit. Possible to delay second hit.
⇨⇨Ⓑ+Ⓡ	Heavenly Prayer	M M M	19, 22, 38–47	Possible to hold third hit. ⇨⇨Ⓑ+Ⓡ ⇧ or ⇩ to shift to Half Moon Death.
Ⓑ⇨	Mask	H	28	
⇩↘⇨Ⓑ	Stone Wall Thrust	M	47–57	Possible to hold.
⇘Ⓐ	Mountain Divide	M	33	
Ⓚ	Snap Kick	H	14	
⇙Ⓚ	Hem Stitch	L	14	
⇩Ⓚ+Ⓡ	Stalk Shower	L M	23, 22	⇩Ⓚ+Ⓡ⇨ to shift to Mist.
↘Ⓚ	Front Kick	M	20	
⇦Ⓚ+Ⓡ	Bullet Cutter	M M	24, 21	
⇨Ⓚ	Wheel Kick	H	23	
Ⓚ⇨ or ⇨⇨Ⓚ	Rising Knee	M	31	
⇘Ⓡ	Obedience	M M	22, 42	
Ⓐ+Ⓡ	Steel Slicer	M M	23, 29	Ⓔ to cancel second hit.
⇦⇦Ⓐ+Ⓡ	Phoenix Tail	M	52	Ⓔ to cancel.
⇩Ⓚ+Ⓡ	Cold Stitch	M	28	
Ⓑ+Ⓚ	Autumn Requiem	M	61	Attack Throw.
⇦Ⓑ+Ⓚ	Stone Throw	M	36	Guard Impact properties (vs. Horizontal).
Ⓐ+Ⓚ	Dividing Thrust	M	58	Attack Throw.

WHILE CROUCHING

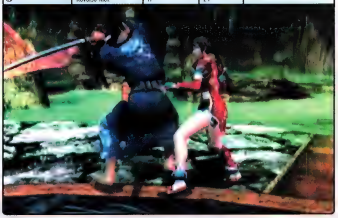
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Knee Slice	SM	23	
Ⓑ	Upper Arch	M	23	
↘Ⓑ	Time Hole	M	33	
⇙Ⓑ+Ⓡ	Wing Blade–Cold Stitch	M M	36, 32	
Ⓚ	Hem Stitch	L	13	
⇙Ⓐ+Ⓡ	Shin Vanish	L	29	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Reaving Shears	M H	23, 19	
Ⓑ	Wind Divide	M	23	
Ⓚ	Front Kick	M	19	
Ⓐ+Ⓡ	Flag Dance	M	38	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Slice	H	17	
Ⓑ	Reverse Divide	M	33	
Ⓚ	Reverse Kick	H	21	



WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Hidden Slice	L	14	
Ⓑ	Hidden Divide	M	24	
Ⓚ	Hidden Kick	L	14	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Field Reave	H	42	
Ⓑ	Shearing Knot	M	28	
Ⓚ	Jump Kick	M	36	
Jump Ⓐ+Ⓡ	Wheel Slash	M	28	

JUMP DELAY

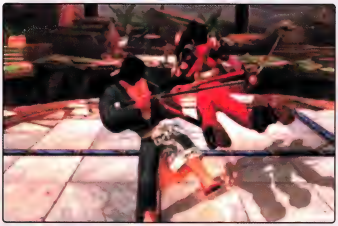
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Field Ravage	L	23	
Ⓑ	Falling Rust	M	39	
Ⓚ	Front Kick	M	19	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ Ⓐ	Swift Edge	H H	23, 23	➡ Ⓐ ⇧ or ⇩ to shift to Half Moon Death
➡ Ⓑ Ⓑ Ⓑ	Heavenly Prayer	M M M	19, 22, 38–47	Possible to hold third hit. ➡ Ⓑ Ⓑ ⇧ or ⇩ to shift to Half Moon Death.
➡ Ⓚ	Sliding	L	26	
➡ or ↗ or ⇧ or ↖ or ⬅ or ↙ or ⇩ or ↘ Ⓐ+Ⓑ	Phoenix Tail	M	52	Ⓚ to cancel.
➡ or ↗ or ⇧ or ↖ or ↙ Ⓑ+Ⓚ	Full Moon Death			Special Movement. Shift to Full Moon Death.
Any Directional Input Ⓐ+Ⓚ	Dividing Thrust	M	58	Attack Throw. Any Directional Input Ⓐ+Ⓚ ⇨ to change position after throw.
↙ or ↘ Ⓐ	Sudden Gale	M	31	
↗ or ↖ Ⓑ Ⓑ	Heavenly Dance	M M	31, 30	↗ or ↖ ❶ to shift to Relic. Ⓚ during second hit to cancel. Possible to delay second hit.
↗ or ↖ Ⓚ	Rising Knee	M	31	
⇧ or ⇩ Ⓐ Ⓐ	Double Scythe	H, H	19, 25	⇧ or ⇩ Ⓐ Ⓐ ⇨ to shift to *Mist*.
⇧ or ⇩ Ⓑ	Hell Flash	M	34	
During Soul Charge Effect, ⇧ or ⇩ Ⓑ Ⓑ	Demons Slay	M, M	48, 34	
⇧ or ⇩ Ⓚ	Wheel Kick	H	27	
⇧ or ⇩ Ⓚ+Ⓚ	Half Moon Death			Shift to Half Moon Death.
↖ or ↙ Ⓐ	True Vacuum	L	36	
↖ or ↙ Ⓑ Ⓐ Ⓑ	Blunt Flames	M H M	23, 22,47	Ⓑ at third hit to cancel. ↖ or ↙ Ⓑ Ⓐ ⇨ to shift to *Mist*.
↖ or ↙ or ⬅ Ⓚ Ⓑ	Bullet Cutter	M M	24, 21	
⬅ Ⓐ	Drawn Air	M	38	⬅ ❶ to shift to Relic.
⬅ Ⓑ Ⓑ	Forced God Divide	M M	22, 33–38	Possible to hold second hit. Possible to delay second hit.
⬅ Ⓐ+Ⓑ	Relic			Special Stance. Shift to Relic.
⬅ Ⓑ+Ⓚ	Stone Throw	M	36	Guard Impact properties (vs. Horizontal).

THROWS

COMMAND	MOVE NAME	NOTES	DAMAGE	NOTES
Ⓐ+Ⓑ	Lion's Clutch	60	Ⓐ to escape throw.	
Ⓑ+Ⓚ	Kneefuji	60	Ⓑ to escape throw.	
Left Throw	Gates of Hell	65	Same button as throw (Ⓐ or Ⓑ) to escape.	
Right Throw	8th Bill of Punishment	65	Same button as throw (Ⓐ or Ⓑ) to escape.	
Back Throw	Divine Gift	70	Impossible to escape throw (except Valeria and Astaroth).	



WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Field Ravage	L	24	
Ⓑ	Falling Rust	M	39	
Ⓚ	Front Kick	M	19	
Ⓐ+Ⓑ	Wheel Slash	M	38	

NECRID™

PROFILE

WEAPON: Enigma, Malefious

DISCIPLINE: Self-taught

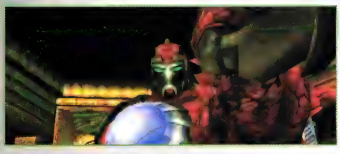
AGE: Unknown
BIRTHPLACE: Unknown
HEIGHT: 6'5"
WEIGHT: 238 lbs.
BIRTH DATE: Unknown
BLOOD TYPE: Changed by the void

FAMILY
Unknown

BIOGRAPHY

He was a warrior that managed to reach Soul Edge. The energy of the evil blade, however, poisoned his body and mind, and he became something other than human.

The warrior, now a bloodthirsty abomination, sought the one thing that gave solace to his constant pain—the fragments of Soul Edge. His only thought was to collect every piece he could find.



ELEMENTS OF STYLE

Necrid has a synthesis of moves from many characters. Unlike Charade or Inferno, however, he can use all of these at his leisure. This makes Necrid a fairly powerful character to choose. Necrid can use moves for power, speed, or flexibility, making it extremely hard to decide exactly what he will do next.

Luckily, Necrid has a very small command list. Without too many stances or options, Necrid is stopped short of being a completely overwhelming force. It's still easy to cause massive damage with this monster, but enough practice should give his foes enough to stop him.

STRENGTHS

The greatest strength in Necrid's game is his ability to act like Nightmare, Cervantes, Ivy, Taki, and Astaroth as his needs dictate. There are moves from many additional characters in his list, and that allows for variety that swamps defenders in confusion.

"NECRID": Character ©2003 NAMCO LTD./Illustration ©2003 Todd McFarlane Productions, Inc.

WEAKNESSES

Necrid's short command list prevents him from using a variety of timings and mixups for each situation. Though versatile to a point, Necrid ironically is boxed into doing the same thing over and over again for different scenarios. Once foes settle down and see which of his moves are long, which are quick, and so on, he becomes easier to predict and overcome.

PATH TO MASTERY

It doesn't take long to memorize Necrid's command list, and things become clear early on in the process. Necrid has wicked attacks that come together at several ranges. Adding his substantial damage capabilities tops this guy off. Necrid isn't supposed to be particularly balanced or fair, considering who and what he is.

The Simple Stuff

Rage Tail (Ⓐ&Ⓚ) is a quick attack from Ivy's list that Necrid can do light damage with and stay fairly safe. Rage Tail (Ⓐ&Ⓞ) will add more damage and have greater force behind the attack, pushing the target farther away.

Scourge Tusk (⇨Ⓐ&Ⓚ) is fairly quick and causes the opponent to crumple if they are hit. Scourge Tusk opens the way for long-range attacks by giving Necrid freedom to move unmolested for a few moments. Beyond that, it is a good defense during the setup for longer attacks because Necrid can reverse a retreat and close with a stagger before attackers can prepare their defenses. The second hit of this combo lands mid, making this an even better choice.

Shadow Hook (↗Ⓚ) is the same as Taki's low sweep, and it's even better for Necrid. Not only does he need a good low sweep, but Shadow Hook can be held for considerable time to throw off defenders and increase its damage. Using this sweep after a Guard Impact is superb.

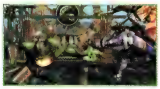
Dreaded Horn (⇨Ⓚ) has the potential to push people around. Mixed with the high attacks of Deathbreak (⇦⇦Ⓚ), Necrid has a chance to Ring Out foes with their backs to the wall. Use Dreaded Horn consistently to force foes into giving ground (and train them not to duck), and then mix in the Deathbreak for the final push.

Overlord Strike (⇨⇨Ⓚ) is from Taki's staple, linear rush. This charge is fast enough to catch people in the middle of their approach or setup. Because Necrid has so many involved attacks, this should be tossed into the fray often; foes are more cautious during their approach and have to block or evade more often when they fear Overlord Strikes. That delay gives Necrid more time to prepare his true responses.

Skeleton Fang (⇦Ⓚ) is a fast and effective counter hit attack. Put this out to ward off flurry combos.

Dark Discus (While Rising Ⓐ&Ⓚ) comes from Nightmare's famous rising attack that hits special mid then low. No one defends well against this spinning attack without practice and patience. If Necrid uses some crouching kicks and mixes other attacks into his low game, Dark Discus succeeds far more often.

Grand Valor (⇩ or ⇧Ⓐ&Ⓚ) is best used at close range after a defensive Side Step. These attacks turn into a throw that puts the target behind Necrid's starting position.



Launches and Ranged Attacks

Vine Snap (While Crouching ⇘Ⓚ&Ⓚ) and Lost Soul (⇩Ⓐ+Ⓚ) are long and linear Ivy attacks that keep opponents at bay. If these are used when the targets aren't close enough for a Side Step and counter-attack, Necrid will remain safe regardless of the attacks' success. Preparing foes to step in this way can lead to a number of easy hits with Rage Tail.

Void Cannon (Ⓐ+Ⓚ) is a ranged-attack that does high damage and knocks foes to the ground if they are hit. By inputting ⇦ or ⇨ during the move's charge period, the distance of the blast can be altered. Most people won't fall for this devastating and predictable attack, but this is a flashy way to intimidate foes. Also, Void Cannon looks great as a finishing attack, during the final moments of the fight.

Helm Drop (⇨⇨Ⓚ) is a much more applicable move. This is the same as Voldo's Blind Drop, and Necrid recovers well from it. After using a kick or two to get victims moving after a Helm Drop, try to add a Secret Fang (Back Facing Enemy Ⓐ+Ⓚ) immediately after the flip hits.

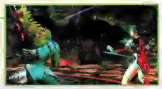
Fire Fang (Ⓐ+Ⓚ) gets fair use. This charging attack matches Talim's famous Guard Break and ground hit, so Necrid should be happy to have it. Because Fire Fang can also be cancelled, it excels as an intimidation tactic. Nail a lazy defender with this when possible, but expect most opponents to Side Step and avoid the dangerous Guard Break. Cancel and use a Rage Tail or Shadow Hook to counter their Side Step.

Draco (↘ or ↗Ⓚ&Ⓚ) is a splendid launch that gives Necrid time to land a juggle or two. Ember (⇘Ⓚ&Ⓚ) is also a good launch combo, doing impressive damage against the few people who don't react in time. Use simple, single attacks to juggle foes, but leave the victims within medium range; that is where Necrid has more power. Getting Leviathan (⇩Ⓐ+Ⓚ) to strike a waking opponent even on rare occasions should be cause for celebration. It's too much fun to plant people back on the ground before they have a chance to renew their attack.

NECRID STANCES

ELDER TOPAZ

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇦ ⇨	Elder Topaz			Special Stance. Ⓑ to cancel.
⇨	Elder Charge			Special Movement
Ⓐ	Elder Swing	H	55	Unblockable. Ⓑ to cancel.
⇩ Ⓐ Ⓐ Ⓐ	Tulisk	L SM L	12, 27, 40	⇩ Ⓐ Ⓐ Ⓐ ⇩ to cancel third hit.
⇩ Ⓐ ⇩ Ⓐ	Georgios	L SM	12, 13	
Ⓑ	Beowulf	M	45	⇩ or ⇧ Ⓑ to change direction.
Ⓚ Ⓚ Ⓚ	Elder Dragon Blaze	L M H	22, 27, 30	Shift to down on the ground face down.



Elder Topaz is Necrid's most useful stance. From there, Necrid can rush forward with surprising speed using Elder Charge (⇨), mimic Cervantes' flying charge with Beowulf (Ⓑ), or mix in Tulisk (⇩ Ⓐ Ⓐ Ⓐ) for its damage.

Though Necrid won't be able to defend himself during an Elder Charge, his use of Beowulf will put people on the defensive. This opens enough of a window for Necrid to rush forward without as high a risk.

Tulisk is not only a great combo because of its innate mixup; pressing ⇩ at the end of the series will circumvent the third strike; giving defenders a surprising and allowing Necrid to press a new attack or recover for a different approach.

WIND DRAKE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ Ⓑ + Ⓚ	Wind Drake	L	13	Special Movement. Will hit downed opponents.
Ⓐ	Deadly Spikes	L	30	
Ⓑ	Death Wing	M	36	
Ⓚ	Deadly Dive	H	28	Shift to down on the ground face up. When shifting, move will hit downed opponents. When hit lands, shift to Wind Drake again.
Jump over opponent during Wind Drake ⇦ Ⓚ	Necris Dive	H	34	Shift to back facing enemy.

COMMAND LIST

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Wicked Tail	SM	13	
Ⓑ	Wicked Fang	M	18	
⇘ Ⓑ Ⓑ	Vine Snap	M L SM SM	18, 27, 4, 4	
Ⓚ	Anklebiter	L	13	
Ⓐ + Ⓚ	Hell's Assassin	M	50	
⇘ Ⓐ + Ⓑ	Chaos Comet	H	50–80	⇘ Ⓐ + Ⓑ (Max) for Unblockable. Ⓑ to cancel during hold.

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Pyre Slash	L	24	
Ⓑ Ⓑ	Pyre Tusk	M M	26, 27	
Ⓚ	Pyre Kick	L	21	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Raga Turn	H	25	
Ⓑ	Fang Turn	M	36	
Ⓚ	Necris Dive	H	36	Back Facing Enemy ⇦ Ⓚ to shift to back facing enemy.

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ	Shadow Raga Turn	M	16
Ⓑ	Shadow Fang Turn	M	28
Ⓚ	Shadow Anklebiter	L	12

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ + Ⓖ	Nest of Demons	50	Ⓐ to escape throw.
Ⓑ + Ⓖ	Dark Atonement	55	Ⓑ to escape throw.
Left Throw	Ridicule Friend	60	Same Button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Boss	54	Same Button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Bloodletting	65	Impossible to escape (except Valdo and Astaroth).
Ⓐ Ⓖ Ⓑ	Valor's Grasp	M	15–45	Attack Throw when opponent is hit at close range in mid-air.

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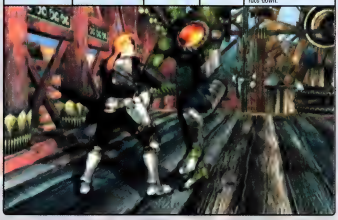
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓐ	Rage Tail	H H	15, 18–30	Ⓔ during first hit to cancel. Possible to hold second hit.
⇦Ⓑ	Cataclysm	M	35	
Ⓐ R Ⓑ	Caligynous Blight	M M M	15, 25–34	
⇨ Ⓐ+Ⓐ	Scourge Storm	H H L	13, 22, 25	
⇦ Ⓐ+Ⓑ	Scourge Tusk	H M	13, 25–34	Possible to hold second hit.
⇨ ⇨ Ⓐ	Dark Slash	H	43	
↘ Ⓐ+Ⓚ	Inner Blaze	M M	30, 29	Possible to delay second hit.
⇦ Ⓐ+Ⓑ	Demonic Reaver	H M	27, 34	
⇦ ⇦ Ⓐ	Deathbreak	H H	11, 28	
⇩ Ⓡ Ⓐ or ↙ Ⓐ	Shadow Hook	L	31–42	Possible to hold.
⇩ Ⓐ+Ⓚ	Axis	L L	16, 12	
Ⓚ+Ⓑ	Dragon Tusks	M M	18, 27	Ⓔ during first hit to cancel.
Ⓚ repeatedly	Dragon Tornado	M M M	18, 27, 18	
Ⓐ+Ⓑ	Grave Caster	L L L	5, 5, 5	
⇨+Ⓑ	Dreaded Horn	M	26	
⇨ ⇨ Ⓑ	Overland Strike	M	47–55	Possible to hold
↘ Ⓑ+Ⓚ	Ember	M M	27, 17	Possible to delay second hit.
⇨ Ⓑ	Skeleton Fang	M	25	
⇦ ⇦ Ⓑ+Ⓐ	Soul Strife	M L	30, 19	
↙ Ⓑ	Hell Kaiser	M	31	Possible to hold.
⇩ Ⓑ	War Hammer	M	30	
Ⓚ	Quick Kick	H	15	Ⓚ to cancel.
Ⓚ ⇨	Horn Kick	M	29	
Ⓚ+Ⓚ	Raging Demon	M M	21, 40	
⇨ Ⓚ	Giant Roundhouse	H	30	
⇨ ⇨ Ⓚ	Helm Drop	M M	20, 23	Shift to back facing enemy.
↘ Ⓚ	Giant Spin Kick	M	19	
⇦ Ⓚ	Biting Kick	H	17	
⇦ ⇦ Ⓚ	Diving Kick	M	44	
↙ or ⇩ Ⓚ	Low Kick	L	11	
Ⓐ+Ⓑ	Fire Fang	M	58	Ⓔ to cancel. Shift to back facing enemy after cancel.
⇨ ⇨ Ⓐ+Ⓑ	Dragon Roar	M	49	
↘ Ⓐ+Ⓑ	Vulcan Sting	L	40	
⇩ Ⓐ+Ⓑ ⇩ Ⓐ or Ⓑ	Leviathan	L L	36, 7	Attack Throw. Same button as throw (⇩ Ⓐ or Ⓑ) to escape second hit.
↙ Ⓐ+Ⓑ	Fiery Vine	M	34	Guard Impact properties (vs. Horizontal High/Mid)
Ⓡ+Ⓚ	Void Cannon	M	85	Unblockable. Ⓡ+Ⓚ ⇦ or ⇦ to change distance.
⇩ Ⓡ+Ⓚ	Lost Soul	L SM SM	37	
Ⓐ+Ⓚ	Dark Vortex	M M	25–77	Possible to hold. Ⓔ to cancel during hold.
Ⓐ+Ⓡ	Luminous Wheel	M	33	Possible to hold.
Ⓡ+Ⓚ	Secret Fang	M	40	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ Ⓐ	Dark Discus	S L	27, 40	While Rising Ⓐ Ⓐ ⇩ to cancel second hit.
Ⓡ	Devastation	M	28	
Ⓚ Ⓚ	Dragon Blaze	M H	25, 30	Shift to down on the ground face down.

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Mayhem Slash	H	43	
Ⓑ	Mayhem Hunt	M	37	
Ⓚ	Mayhem Kick	H	30	Shift to down on the ground face down.



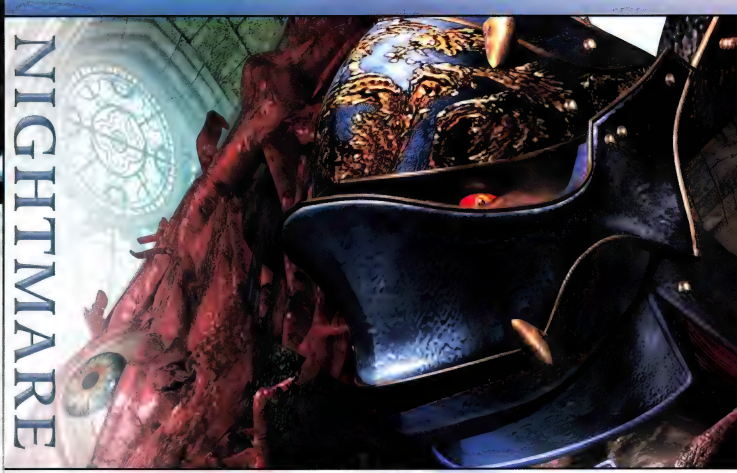
WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Pyre Slash	L	24	
Ⓑ Ⓑ	Pyre Tusk	M M	27, 26	
Ⓚ	Pyre Kick	L	21	

8-WAY RUN

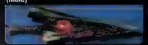
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ	Dark Slash	H	43	
➡ Ⓑ	Overland Strike	M	47	Possible to hold.
➡ Ⓚ	Sliding	L	28	Sliding.
Any Directional Input Ⓐ+Ⓑ	Dragon Roar	M	49	
↗ or ↘ Ⓐ	Cadmus Spade	H	36	
↗ or ↘ Ⓑ Ⓐ	Draco	M M M	29, 13, 14	Ⓔ to cancel second hit. Possible to delay second hit.
↗ or ↘ Ⓚ	Animonn Spike	M M	25, 25	
⇑ or ⇓ Ⓐ Ⓑ	Grand Valor	L M	21, 37	Second hit, Attack Throw when opponent is hit at close range in mid-air.
⇑ or ⇓ Ⓑ	Chaos Reign	M	40	⇑ or ⇓ Ⓔ for additional attack (Mid).
⇑ or ⇓ Ⓚ	Talon Kick	M	22	Guard Impact properties (vs. Horizontal Mid).
↖ or ↙ Ⓐ	Dragon Tail	L	36	
⬅ or ↖ or ↙ Ⓑ Ⓐ	Soul Strife	M L	33, 22	
↖ or ↙ Ⓚ	Rookie	L	32	
⬅ Ⓚ	Diving Kick	M	44	
⬅ Ⓐ	Deathbreak	H H	28, 11	

NIGHTMARE



NIGHTMARE

WEAPON: Soul Edge (Zweihander Type) (Mela)



DISCIPLINE: Styles memorized by Soul Edge

AGE: Unknown

BIRTHPLACE: Unknown

HEIGHT: 5'6"

WEIGHT: 209 lbs.

BIRTH DATE: Unknown

BLOOD TYPE: Unknown

FAMILY

Unknown

BIOGRAPHY

Originally, he was the leader of a group of brigands known as the Schwarzwind (Black Wind), whose stronghold was located near the Roman Empire. He left on a journey to find Soul Edge after his father was murdered.

Eventually, on a Spanish harbor he came across a sword emanating a strange aura lying besides the corpse of a pirate. The dead body returned to life, covered in flames, as if to protect the sword. Upon defeating the apparition, he reached for the hilt of the mysterious blade.

It was then that he heard the voice of Soul Edge. It told him that if he used the souls absorbed by the sword, he would be able to resurrect his father.

From that moment on, the man became Nightmare, the evil knight who would go on to strike fear into every corner of Europe.

He killed for three years thereafter to feed his sword with souls. But his dream was crushed when a warrior wielding a spirit sword called Soul Calibur—a sword with polar opposite energy of Soul Edge—appeared. Nightmare and Soul Edge were defeated, and they both fell into the collapsing void.

He somehow managed to survive and regained some of his sanity. Along with lucidity came the horrifying memories of the sins he had committed, as well as the realization that it was he who had murdered his father.

He knew Soul Edge must never fall into the hands of another man. He set off to be as far as possible from other humans, yet he awoke every morning to the sight of people he had slain during the night. The evil blade took over his body while he slept.

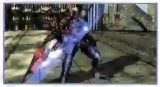
After four years, he was once again Nightmare, his body taken over by Soul Edge completely. He began to pursue the fragments of Soul Edge in a mission to fully restore itself.

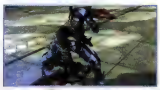
Will there ever be a day when he will be Siegfried Schtauffen once more?

ELEMENTS OF STYLE

Nightmare is a heavy-hitter who stays at long range and likes to keep people from getting in close. Unlike Astaroth, who stops and starts erratically as part of his routine, Nightmare is supposed to keep moving. If his feet aren't in motion, his blade should be. Even Nightmare's stances keep his blade twisting around so that he doesn't lose momentum. Used with an eye for rhythm, Nightmare can start a fight and keep swinging almost from attack to attack without a substantial delay in between.

Nightmare does huge damage with his combos, but the best players succeed by not getting greedy. Trying to overpower defenders with a few simple attacks only opens Nightmare to easy Guard Impacts and punishment. Indeed, Nightmare thrives on visually and spatially frustrating foes to the point where they make exploitable mistakes. With small movements, he stays away from the ideal attack range that his opponent seeks while using pressure to prevent a fast rush. Against fellow long-range characters, Nightmare is the better choice for close to medium range; his natural combos, decent launchers, and superior throw range are keys in these situations. Ivy just has more tricks at long range, and Astaroth has too many attacks that are safe for him to use continuously.





Many of Nightmare's attacks look similar. Players who enjoy flash and extra style may be turned off by this, but aggressive competitors try to use this to their advantage as often as possible. Using a hefty number of guard cancels and moves that mimic others, they keep Nightmare from telegraphing all of his attacks. Without this deception, it is simply too easy to Guard Impact, Side Step, duck, or otherwise thwart whatever he is doing.

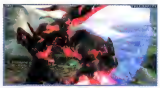
Nightmare is fairly easy to pick up; his timings for most moves aren't crippling, and his natural combos make it easier for new players to get a feel for things without looking inept. Nightmare's threatening Ring Out moves combined with his power to push people around offer a solid character choice.

STRENGTHS

Many of Nightmare's best moments center around prone opponents. It's frightening to watch a Nightmare player blast a person down and kill them before they can fully rise to mount a continued defense. It can happen; it does happen! Nightmare has low attacks that hurt, so people can't stay on the ground for too long to think about things (he even has a ground-hitting vertical that tracks). Of course, those long-range mid swipes obliterate the rise and crouch response, so it's all a matter of guessing. In addition, Nightmare can stomp people. Anyone who has seen Nightmare stomp on Yoshimitsu after a frustrating match knows that this pays for any weakness.

Though Nightmare's throws aren't particularly outstanding compared to most of the characters, his throw range is exceptional. Almost up to Ivy's Summon Suffering (↘ ↘ ⇨ ↓ ↘ ↗ Ⓐ+Ⓔ) standards, Nightmare can reach out and touch whatever he pleases, even catching defenders who thought that they were back far enough to be safe. For someone who spends so much time at long range, Nightmare has the opportunity to incorporate many throws. This is a sound tactic against short-range foes that constantly try to close and engage. Nightmare pressures them to duck with a sudden advance, and then mixes a true throw with a mid launcher or a quick low (he does have one or two, surprisingly).

Nightmare has nifty Ring Out moves that can get people going in any direction. If there is a ledge to any side of the combatants, Nightmare has a chance to score a Ring Out. With just a few moves, every Nightmare player has a new mind game to play. Because he can hit low, mid, or high with these attacks, it's quite unsettling for defenders to deal with.



WEAKNESSES

Fast characters who have mastered the art of closing and sticking to their target can give Nightmare a hard time. Astaroth, who can play the ranged game a bit better than Nightmare, also hassles the powerful knight. The weakness is that Nightmare is somewhat targeted toward specific opponents. Against medium range foes (e.g. Mitsurugi, Yunsung and Raphael), Nightmare can stay back and unload on his targets even when they reach their ideal spacing. Thus, these characters have to close and fight at a range that they aren't as comfortable with. It's all still a weakness because Nightmare's worst foes are well known. A good Nightmare player won't have to wait long before people simply switch to a secondary character who happens to be one of his deadlier foes.

Nightmare gets blocked and Guard Impacted all the time—unless his player becomes a friend with guard cancels and stance changes. Using even a range of high, mid, and low attacks, Nightmare puts himself in danger. Defensive players with a talent for deft counterattacks can nearly walk over Nightmare.

Those are big weaknesses, but they are also about the extent of Nightmare's problems. Because these are issues that don't appear often before a person starts to play against really experienced opponents, it isn't as much of an issue as it sounds.

PATH TO MASTERY

Nightmare may be a quick study, but taking him into the upper ranks is a matter of dedication. Trying to outclass more versatile warriors like Taki, Ivy, and Astaroth is a true feat. However, the right combination of tactics makes all the difference. Learn how to keep that big sword moving and make sure that Nightmare stays on top.

Mix It Up or Die Trying

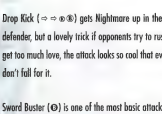
Try to avoid some of Nightmare's most obvious attacks. Taking Slash Cross (⇩+Ⓐ/Ⓐ) or Double Grounder (Ⓐ ⇩ Ⓐ/Ⓐ) to their natural ends is rarely a wise idea unless the defender is very slow to respond. Instead, the mainstay of Nightmare's attacks should be single, controlled horizontal and vertical attacks until the opponent opens for something greater. Jade Crusher (⇨+Ⓑ) produces a high punch to stop a fast attacker in the nick of time; follow a counter hit with Dark Soul Impact (⇘+Ⓐ+Ⓑ). Rook Splitter (⇨ ⇨ Ⓑ) gives Nightmare a fair range and plants anyone in the dirt if they get hit; try that against foes who want to use crouches during their approach. Another high potential move is the Quick Back Spin Slash (Ⓐ/Ⓒ/Ⓐ).

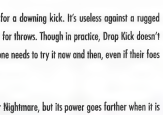
Use some of the moderate low hits to expose foes to Nightmare's better mids. Leg Slash (⇩ Ⓐ) isn't too slow, and it has enough range to hit a mobile target even if they are making light evasive actions. The more powerful Shadow Slicer (⇗ Ⓐ) knocks people down and does considerable damage, but it is very slow; Shadow Slicer (⇗ Ⓞ) can disrupt opponent timing after Guard Impacts or to play games with prone opponents. Maelstrom (While Rising Ⓐ/Ⓐ) is an ideal move because of its natural mix-up, but defenders are often used to seeing this to the point where it will fall if abused. Mix Rising Night Kicks (While Rising Ⓑ) to hit mid twice and keep the timing varied.

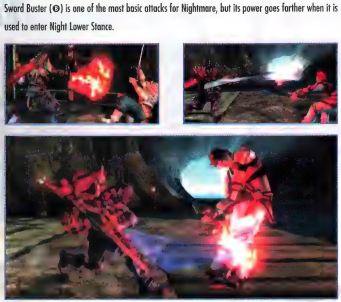
Sky Splitter (⇘+Ⓑ) is another mid attack to fear. This launcher gives Nightmare time to prepare a full range of attacks against prone opponents. Juggling is a fair choice, but a full spread of mixed wakeup attacks can eat into anyone's health. For a beginner, switching between Shadow Slicer and Rook Splitter already frustrates most foes. If the victims start to try Guard Impacts in response, change the tactic around and use Double Grounder to slaughter a whiffed parry (the first hit is high, making the defender's parry useless no matter how well they time things).

Drop Kick (⇨ ⇨ Ⓑ/Ⓑ) gets Nightmare up in the air for a downing kick. It's useless against a rugged defender, but a lovely trick if opponents try to rush in for throws. Though in practice, Drop Kick doesn't get too much love, the attack looks so cool that everyone needs to try it now and then, even if their foes don't fall for it.

Sword Buster (Ⓞ) is one of the most basic attacks for Nightmare, but its power goes farther when it is used to enter Night Lower Stance.



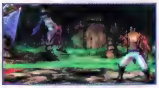


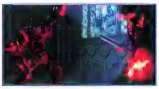


Retreat, Punish, Retreat

Against many of the game's characters, Nightmare has a much easier time by retreating when he isn't already making an attack. Losing ground toward the edge isn't a dire problem because Nightmare has easy moves that Ring Out behind him, so it's just as much of a danger for people to pursue him toward the edge as it is for him to be there.

After single swipes, Nightmare often has a moment to move unmolested; many opponents wait just a second longer to ensure that a second horizontal won't cleave their way. Because so many of Nightmare's moves can be delayed or held, impetuous rushers can be punished badly if they try to deny Nightmare this space. Either way, the situation is advantageous for Nightmare, who gets to control the pace of the fight and its spacing.





This becomes sort of a mix-up unto itself. Players get used to having Nightmare play a somewhat defensive game to deal with short and medium range characters, so an occasional forward rush by Nightmare nails even some stalwart defensive players. Though Nightmare can cover huge ground with feats of daring like Fatal Dive (⇦ ⇦Ⓑ), the name is quite apt. Instead of trying for a suicide charge, retreat to good people forward and suddenly lash out with a Sky Splitter (⇘+Ⓑ) or Right Slasher (⇨ ⇨ Ⓐ). No matter what happens, this further protects Nightmare during his following retreats by sowing doubt in his pursuers.

Against Astaroth and Ivy, Nightmare should not be used this way. Against long-range characters, Nightmare needs to close slightly and use 8-Way Run attacks and similar tricks to mix his attack regimen. These battles comprise some of Nightmare's toughest battles. The central goal against ranged targets is to close, get a launcher to succeed, and then demolish the foe with relentless harassment of prone opponents. With that type of momentum, Nightmare can keep the upper hand.

Rings Outs, Real or Imagined

Learn which attacks are best for pushing people in every direction. Use Thrust Throw (⇗+Ⓑ) to flip people over Nightmare's head. Flop Jack (While Crouching Ⓐ+Ⓚ or Ⓑ+Ⓚ) tosses foes head over heels to push them backward and off of a ledge. If the desired victim is standing up with their back to the pit, try a Sky Splitter without juggling, or even a Jade Smasher (⇦ ⇦ Ⓑ/Ⓑ) to quickly back away from a close attack and counter with full force. The two Jade Breaker variations Jade Breaker–Alternate Cross (⇦ ⇦ Ⓐ ⇧ Ⓐ) and Jade Breaker–Armlet Crusher (⇦ ⇦ Ⓐ ⇩ Ⓐ) can also nudge the victim right or left, making this a very intimidating selecting.

Against Side Stepping targets or people who are parallel to the precipice, Nightmare has those wide horizontals that knock people sideways and hopefully into the chasm. Quick Back Spin Slash (⇘ Ⓐ/Ⓐ) and Right Slasher (⇨ ⇨ Ⓐ) knock victims left and hit high, Alternate Cross (⇗ Ⓐ) hits mid, and Shadow Slicer (⇗ Ⓐ) goes low and also pushes a bit left.

To steer opponents toward the right edge, use Quick Spin Slash (⇨ Ⓐ) for highs and Armlet Crusher (⇘ Ⓐ) as a mid attack.

NIGHTMARE STANCES

NIGHT BEHIND STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦+Ⓚ ⇗ or ⇖+Ⓚ	Night Behind Stance			Special Stance. Directional Input to move.
Ⓐ	Night Annihilation	H M	27, 21	❹ to shift to Night Side Stance.
⇩ Ⓐ or ⇩ Ⓐ	Carving Edge	L	27	⇩ ❹ to shift to Night Reverse Side Stance. ⇩ ❹ to shift to Night Reverse Side Stance.
Ⓑ	Terror Stomper	M	42	
⇩+Ⓚ	Knee Kick Rush	M H	18, 20	Maintain stance for first part only.
Side Step during Night Behind Stance, Ⓐ Ⓐ	Blood Bath	H H	22, 40	❹ to shift to Night Side Stance.
Side Step during Night Behind Stance, Ⓑ	Hell Slayer	M	49	

Nightmare

NIGHT SIDE STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇧+Ⓚ+Ⓚ	Night Side Stance			Special Stance. Directional Input to move.
Ⓐ Ⓐ	Cross Grounder	L H	25, 51	
Ⓐ ⇩ Ⓐ	Double Grounder Alpha	L L	25, 39	
Ⓑ	Cannonball Lifter	M	37	❸ to shift to Night Behind Stance.
⇨+Ⓐ	Spinning Retreat	M	34	
Ⓚ	Night Front Kick	H	24	
Ⓐ+Ⓑ	Reaver	M	40	❹+❸ to shift to Night Reverse Side Stance.

Spinning Retreat (During Night Side Stance, ⇨+Ⓚ) is certainly an attack for a fighting retreat. Having an automatic Step Back as part of its actions, this is perfect for covering Nightmare while getting away from Talim or Taki, especially since it hits mid and has a wide arc.

NIGHT REVERSE SIDE STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩+Ⓚ+Ⓚ	Night Reverse Side Stance			Special Stance. Directional Input to move.
Ⓐ Ⓐ	Cross Grounder	L H	25, 51	
Ⓐ ⇩ Ⓐ	Double Grounder Alpha	L L	25, 39	
Ⓑ	Cannonball Lifter	M	37	❸ to shift to Night Behind Stance.
⇨+Ⓐ	Helm Shear	H	38	
Ⓚ	Night Front Kick	H	24	
Ⓐ+Ⓑ	Reaver	M	40	❹+❸ to shift to Night Side Stance.

NIGHT LOWER STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦+Ⓚ+Ⓚ or While Crouching ⇙+Ⓚ+Ⓚ	Night Lower Stance			Special Stance. ➡ or ⬅ to move.
Ⓐ	Leg Hacker	L	28	❹ to shift to Night Side Stance.
Ⓑ	Death Horn Charge	M	32	❸ to shift to Night Behind Stance.
⇨+Ⓑ	Cannonball Splitter	M M M	11, 11, 45	
Ⓚ	Death Claw	M	29	❹ to shift to Night Reverse Side Stance. Guard Impact properties (vs. Horizontal).
Ⓐ+Ⓑ	Kiosk Splitter Alternate	M	49	

Going into Night Lower Stance (⇦+Ⓚ+Ⓚ) is useful for getting under a high volley while preparing a retaliation. From there, Nightmare can strike low with Leg Hacker (During Night Lower Stance ❹) for Night Side Stance, or mid with either Death Horn Charge (During Night Lower Stance ❸) to reach Night Behind Stance. This is the easiest example of a way to keep Nightmare moving through his stances. This makes it hard for opponents to know how to approach the knight. Shadow Buster (⇩ ❹) is another way to reach Night Lower Stance while staving off foes. Using these stances to confuse foes is a further option to intimidate attackers out of moving at full speed.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Slash	H	18	Ⓡ to cancel. Ⓐ to shift into Night Side Stance.
Ⓐ ⇨	Evil Eye	H	25	
Ⓐ+Ⓑ	Slash Cross	H H M	18, 23, 34	Possible to delay third hit. Ⓐ+Ⓑ to shift to Night Lower Stance.
⇳ Ⓡ Ⓐ	Quick Back Spin Slash	H	36	Ⓡ Ⓡ Ⓐ for attack level of (H L) and shift to Night Reverse Side Stance.
Ⓐ ⇩ Ⓐ+Ⓑ	Double Grounder	H L L	21, 22, 31	Ⓐ ⇩ Ⓐ+Ⓑ ⇦ to cancel third hit and shift to Night Behind Stance.
⇨ Ⓐ	Quick Spin Slash	H	33	⇨ Ⓐ to shift to Night Side Stance.
⇨ ⇨ Ⓐ	Right Slasher	H	43	
⇘ Ⓐ	Dark Bite	H	22	Guard Impact properties (vs. Horizontal High/Mid). When Guard Impact occurs, Auto-Counter Attack. Throw.
⇩ Ⓐ	Leg Slash	L	17	
⇙ Ⓐ	Shadow Slicer	L	40–50	Possible to hold.
⇦ Ⓐ	Back Spin Slash	H	53	⇦ Ⓐ for attack level of (H L) and shift to Night Reverse Side Stance. Ⓡ to cancel.
Ⓑ	Sword Buster	M	23	Ⓡ to cancel. Ⓑ ⇘ to cancel attack and shift to Night Behind Stance. Ⓒ to shift to Night Lower Stance.
Ⓑ Ⓑ	Mail Splitter	M M	23, 27	
Ⓑ Ⓒ Ⓑ	Helm Divider	M	16	Ⓑ Ⓒ Ⓒ to shift to Night Lower Stance.
Ⓑ Ⓒ Ⓑ Ⓑ	Armor Breaker	M SM	16, 32	Ⓑ Ⓒ Ⓑ Ⓑ to shift to Night Behind Stance.
Ⓒ Ⓒ Ⓑ Ⓚ	Break Kick	M M	16, 21	
Ⓑ ⇨	Gauntlet Buster	M	27	
Ⓑ ⇦	Rampart Buster	M	72	
Ⓑ ⇩ Ⓐ	Buster Grounder	M L	23, 40–49	Possible to hold second hit. Ⓑ ⇩ Ⓐ ⇦ to cancel second hit and shift to Night Behind Stance.
⇨ Ⓑ	Piercing Strike	M	45	⇨ Ⓑ ⇦ Ⓑ+Ⓚ to cancel and shift to Night Lower Stance.
⇨ Ⓑ repeatedly	Quick Revenge	M M	45	
⇨ ⇨ Ⓑ	Rook Splitter	M	57	
⇘ Ⓑ	Sky Splitter	M	36	⇘ Ⓒ to shift to Night Behind Stance.
⇩ Ⓑ	Shadow Buster	M	23	⇩ Ⓒ to shift to Night Lower Stance.

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇙ Ⓑ	Thrust Throw	M	67	Attack. Throw.
⇦ Ⓑ	Midnight Launcher	M	49	⇦ Ⓒ to shift to Night Behind Stance. Ⓡ to cancel.
⇦ ⇦ Ⓑ	Fatal Dive	M	45	⇦ ⇦ Ⓒ to shift to Night Lower Stance.
⇦ ⇦ Ⓑ Ⓑ	Fatal Drive	M SM	45, 40	⇦ ⇦ Ⓑ Ⓒ to shift to Night Behind Stance.
⇩ ⇘ ⇨ Ⓑ	Earth Divide	M	120	Unblockable. Ⓡ to cancel.
Ⓚ	Dark High Kick	H	12	Ⓡ to cancel.
⇨ Ⓚ	Jade Crusher	H	19	
⇨ ⇨ Ⓚ	Shoulder Rush	M	21	⇨ ⇨ Ⓚ to shift to Night Behind Stance. ⇦ ⇨ Ⓚ ⇩ or ⇳ to shift to Night Behind Stance.
⇨ ⇨ Ⓚ Ⓑ	Rush Splitter	M M	21, 27	⇨ ⇨ Ⓚ Ⓒ to shift to Night Behind Stance.
⇨ ⇨ ⇩ Ⓚ	Rush Crusher	M H	21, 16	
⇘ Ⓚ Ⓚ Ⓑ	Axle Headbutt	M L M	16, 10, 19	
⇙ or ⇩ Ⓚ	Grind Low Kick	L	11	
⇦ Ⓚ Ⓚ	Headbutt Tackle	M M	16, 22	⇦ Ⓚ Ⓚ to shift to Night Behind Stance. ⇦ Ⓚ ⇩ Ⓚ to shift to Night Behind Stance(ZIP side ⇦ Ⓚ ⇳ Ⓚ).
⇦ ⇦ Ⓚ Ⓚ	Jade Smasher	M H	33, 15	Second hit has Guard Impact properties (vs. Horizontal High/Mid). When Guard Impact occurs, automatically throws.
⇦ ⇦ Ⓚ ⇳ Ⓐ	Jade Breaker–Alternate Cross	M M	34, 31	
⇦ ⇦ Ⓚ ⇩ Ⓐ	Jade Breaker–Armlet Crusher	M M	34, 31	
Ⓐ+Ⓚ Ⓚ ⇩ Ⓐ Ⓐ	Spin Slash Double Grounder	H H L L		
⇩ ⇘ ⇨ Ⓚ Ⓚ Ⓚ Ⓚ or While enemy is down, ⇩ Ⓚ Ⓚ Ⓚ Ⓚ Ⓚ (only when in close range)	Stomping	L L L L L	10, 7, 7, 7, 7	⇩ ⇘ ⇨ Ⓒ to Low Unblockable.
⇨ ⇨ Ⓚ Ⓑ	Drop Kick	H	49	To down on ground face down.
Ⓐ+Ⓑ	Blaze Wind	M M M	10, 10, 16	Shift to Night Side Stance.
Ⓐ+Ⓑ Ⓐ	Blaze Storm	M M L	10, 10, 19	
⇘ Ⓐ+Ⓑ	Dark Soul Impact	L	39	
⇩ Ⓐ+Ⓑ	Flying Edge	M	58	⇩ Ⓐ+Ⓑ to shift to down on ground.
⇙ or ⇘ Ⓑ+Ⓚ ⇦ Ⓑ	Side Gauntlet Buster	M	18	
Ⓐ+Ⓚ Ⓐ Ⓐ Ⓑ	Spin Kick Slash Cross	H H H M	23, 23, 21, 34	Possible to hold fourth hit.
Ⓐ+Ⓚ Ⓚ	Spin Kick Combo	H M	23, 23	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Left Slash	L	15	
Ⓑ	Split Buster	M	23	Ⓒ to shift to Night Lower Stance.
Ⓚ	Dark Low Kick	L	11	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Turning Head Slash	H	25	
Ⓑ	Turning Sword Buster	M	36	
Ⓚ	Turning Dark High Kick	H	19	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Turning Leg Slash	M	16	
Ⓑ	Turning Sky Splitter	M	28	
Ⓚ	Turning Dark Low Kick	L	12	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ	Right Slasher	H	43	
➡ Ⓑ	Rook Splitter	M	56	
➡ Ⓚ	Sliding	L	25	Sliding.
➡ ⓚ Ⓑ	Drop Kick	H	49	To down on ground face down.
Any Directional Input Ⓐ+Ⓚ	Axle Kick Winder	L	22	
↗ Ⓐ	Alternate Cross	M	46	
↗ or ↘ Ⓑ	Sky Splitter	M	38	↗ or ↘ Ⓓ to shift to Night Behind Stance.
↗ or ↘ Ⓚ	Shoulder Rush	M	21	↗ Ⓐ to shift to Night Behind Stance. ↗ Ⓑ ⇦ or ⇧ to shift to Night Behind Stance.
↗ or ↘ Ⓚ Ⓑ	Rush Splitter	M M	21, 27	↗ Ⓚ Ⓓ to shift to Night Behind Stance.
↗ or ↘ ⓚ Ⓑ	Rush Crusher	M H	21, 16	
↗ or ↘ Ⓓ+Ⓚ	Night Behind Stance			Shift to Night Behind Stance.
↘ Ⓐ	Armlet Crusher	M	44	
⬇ Ⓐ Ⓐ Ⓑ	Advancing Slash	H H M	19, 22, 28	⬇ Ⓐ to shift to Night Side Stance. ⬇ Ⓐ Ⓐ to shift to Night Behind Stance. ⬇ Ⓐ Ⓐ Ⓐ Ⓓ to shift to Night Lower Stance.
⬆ Ⓐ Ⓐ Ⓑ	Reverse Advancing Slash	H H M	19, 22, 28	⬆ Ⓐ to shift to Night Side Stance. ⬆ Ⓐ Ⓐ to shift to Night Behind Stance. ⬆ Ⓐ Ⓐ Ⓐ Ⓓ to shift to Night Lower Stance.
⬆ or ⬇ Ⓐ Ⓐ ⇨ Ⓑ	Revenge	H H M	22, 21, 42	
⬆ Ⓑ Ⓑ Ⓑ	Armor Pierce	M M L	23, 23, 27	⬆ Ⓑ to shift to Night Lower Stance. ⬆ Ⓑ Ⓑ to shift to Night Lower Stance. ⬆ Ⓑ Ⓑ Ⓑ to shift to Night Lower Stance.
⬆ Ⓑ & Ⓑ Ⓑ	Armor Breaker	M L	23, 27	⬆ Ⓑ & Ⓑ or ⬆ Ⓑ & Ⓑ Ⓑ to shift to shift Night Lower Stance.
⬆ or ⬇ Ⓑ Ⓚ Ⓚ	Break Kick	M M M	23, 23, 21	
⬆ or ⬇ Ⓑ & Ⓑ Ⓚ	Break Kick	M M	23, 21	
⬆ or ⬇ Ⓑ ⇨	Gauntlet Buster	M	27	
⬆ or ⬇ Ⓑ ⇦	Rampart Buster	M	74	
⬆ or ⬇ Ⓑ & Ⓐ	Buster Grounder	M L	24, 40	Possible to hold second hit. ⬆ or ⬇ Ⓑ & Ⓐ ⇦ to cancel second hit and shift to Night Behind Stance.
⬆ or ⬇ Ⓚ Ⓐ Ⓐ Ⓑ	Spin Kick Slash Cross	H H H M	22, 23, 24, 27	⬆ or ⬇ Ⓚ Ⓐ to shift to Night Side Stance. ⬆ or ⬇ Ⓚ Ⓐ Ⓐ Ⓐ to shift to Night Lower Stance. Possible to delay fourth hit.
⬆ or ⬇ Ⓚ Ⓐ ⇩ Ⓐ Ⓐ	Spin Slash Double Grounder	H H L L	31, 21, 23, 34	
⬆ or ⬇ Ⓚ Ⓚ	Spin Kick Combo	H M	31, 23	
⬆ or ⬇ Ⓐ+Ⓚ	Axle Kick Winder	L	22	
⬆ Ⓓ+Ⓚ	Night Side Stance			Special Stance. Shift to Night Side Stance.
⬇ Ⓓ+Ⓚ	Night Reverse Side Stance			Special Stance. Shift to Night Reverse Side Stance.
⬆ or ⬇ Ⓑ ↖	Sword Buster--Night Behind Stance			Special Stance.
↖ or ↙ or ← Ⓐ	Back Spin Slash	H	52	↖ Ⓐ for attack level of H/L and shift to Night Reverse Side Stance. Ⓑ to cancel.
↖ or ↙ Ⓑ	Shadow Impact	L	45	
↖ or ↙ Ⓚ	Darkside Kick	M	27	
↖ or ↙ Ⓐ+Ⓚ	Axle Kick Winder	L	22	
← Ⓑ	Fatal Dive	M	45	← Ⓓ to shift to Night Lower Stance.
← Ⓑ Ⓑ	Fatal Drive	M SM	45, 40	← Ⓓ Ⓓ to shift to Night Behind Stance.
← Ⓑ Ⓐ	Jade Smasher	M H	34, 15	
← Ⓑ ⇧ Ⓐ	Jade Breaker--Alternate Cross	M M	34, 31	
← Ⓑ ⇩ Ⓐ	Jade Breaker--Armlet Crusher	M M	34, 31	
← Ⓐ+Ⓚ	Axle Kick Winder	L	22	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Fatal Spin Slash	H	43	
Ⓑ	Fatal Buster	M	36	
Ⓚ	Fatal Brave Kick	M	22	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Slash	L	24	
Ⓑ	Diving Splitter	M	34	Ⓓ to shift to Night Behind Stance.
Ⓚ	Diving Axle Kick	L	18	

THROW

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Hit Impact	55	Ⓐ to escape.
Ⓑ+Ⓚ	Soul Devour	55	Ⓑ to escape
Left Throw	Calamity Fall	60	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Unholy Terror	65	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Witch Hunt	65	Impossible to escape throw (except Voldo and Astaroth)
While Crouching Ⓐ+Ⓚ or Ⓑ+Ⓚ	Flap Jack	39	Attack Throw.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTE
Ⓐ Ⓐ	Maelstrom	SM L	27, 40	Ⓓ to shift to Night Side Stance. While Rising, Ⓐ Ⓐ ⇩ to cancel.
Ⓑ	Cannonball Lifter	M	31	Ⓓ to shift to Night Behind Stance.
Ⓚ	Rising Night Kicks	M M	18, 14	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Slash	L	24	
Ⓑ Ⓑ	Fatal Drive	M M	45, 40	Ⓓ to shift to Night Lower Stance. Ⓑ Ⓓ to shift to Night Behind Stance.
Ⓚ	Diving Axel Kick	L	18	

RAPHAEL

RAPHAEL SOREL

BIOGRAPHY

Raphael, the young master of the Sorel Family, grew up with the rapier and medicine as his playmates. His cool, unemotional demeanor created many enemies, but his quick and precise decision-making and execution skills solidified the foundation of his family amongst the nobles. Unfortunately, Raphael was cast out one day when he made a critical mistake.

Raphael hid himself in an impoverished town to escape from his pursuers. There he met a little girl named Amy, who hid the weakened Raphael from his enemies. For the little girl, helping Raphael was only a simple deed motivated out of spite for the soldiers. For Raphael, however, it marked the first time he owed his life to someone else. He felt emotions that he had never experienced before, and Amy became an irreplaceable presence in Raphael's life.

Convinced that the chaos of war was no place to live a meaningful life, Raphael took Amy and left the poverty-stricken town. But even with the new surroundings, he could not get Amy to open her heart to the world.

One day, in the library of the mansion he acquired under dark pretenses, Raphael found a letter with references to the Evil Seed. It wasn't long before he made the connection between the Evil Seed and Soul Edge.

What if such a sword were thrust into the hands of the pathetic nobles? It would all be worth it if the petty, war-mongering nobles could be eliminated to secure a meaningful future for Amy. But in order to accomplish his goal, Raphael needed Soul Edge; he was determined to obtain the sword by any means necessary.

A grand, insane plan was brewing in his mind—all for the sake of a young girl.

ELEMENTS OF STYLE

Raphael is a tough character to use because of his specific spacing requirements and complex techniques. At first, beginners will enjoy the solid poking game that Raphael relies on to pin down his foes. Once foes adjust to this, there is a long period where Raphael (like most of the harder characters) gets slapped around. At the highest levels, Raphael becomes viable again, but he never takes the crown.

Players who are very precise and controlled will be happy with Raphael because of his accurate and methodical style. There really is a sense that this character has internal consistency; his moves blend together in a very intuitive way. Though that doesn't make them much easier to use, it adds a sense of flow that is exciting for players and spectators alike. Using a fencer's techniques makes a battle aggressive yet oddly controlled.

Because Raphael can cover an incredible amount of ground with his lunging strides, he certainly prefers to stay at medium or long range. This makes it harder for most foes to launch attacks without exposing themselves at least partially to advancing strikes by Raphael. Because of his many automatic counterattacks, Raphael also has a fair say in dealing with predictable, or consistent advances by foes.

STRENGTHS

Raphael advances like a demon; he can go from standing still to a lunge in a split second. This begs for counter hit activity, and indeed Raphael succeeds with these all the time. Any delay by an opponent at medium range, or even at long range, is asking for a smack to the face. Even Side Stepping targets can be punished at range with a few splendid moves. Raphael is dedicated to advancing and eliminating threats aggressively.

Raphael can frustrate opponents as well as Maxi or Talim. By using his long slashes and thrusts, he can keep people at range while whittling away at their health. This can be mixed to cover high, mid, and low attacks while staying away from anything that leaves the fencer too exposed. Though his best moves are often Side Stepped, Raphael can depend on this enough to score many additional blows by using anti-evasion attacks.

Though moves with specific timings for counterattacks are dangerous, Raphael has some of the best in the game. Because these are more generous in frame duration, Raphael can use these without the same risks that other people suffer. Foes who can't mix their routines enough will throw their matches away once a Raphael player figures out how to implement these evasive tactics.

WEAKNESSES

The central weakness that all Raphael players must face is his linear command list. Almost all of Raphael's power is focused behind the point of his tiny blade, and that leaves room for many evasive tricks by wary foes. To compensate, Raphael does have some nifty horizontals, but these don't deal enough damage to entirely negate this problem. Raphael has to harp on Side Stepping opponents constantly to keep them in line; only then can he summon the true power of his rapier.

Raphael's precision comes with a price; he must be used with purpose and tactics, or else many of his best advantages erode. For many people, there are instinctual responses that help to avoid trouble and ruin opponents during direct conflicts. Using Raphael requires a player to keep a cool head, ignore mind games, and focus on a more mathematical model. Spacing, movement, and timing must be handled on a more intellectual plateau for this to occur.

Against characters with exceptional range (e.g. Ivy), Raphael has to work even harder to keep his spacing in perfect order. In these cases, Raphael can't back up and force the opponent to advance and smooth things out for him. Instead, he must advance unpredictably while limiting opponent options and keeping himself safe. It isn't easy.

PATH TO MASTERY

Anyone who plays Raphael intelligently should receive plenty of respect from their peers. Fans of the taciturn fencer will be happy to find a solid community of players out there who are hard at work mastering his art.

Poke, Frustrate, Repeat

Moulinet (⇦Ⓚ) is one of Raphael's most basic attack. This fairly fast attack thrusts forward enough to keep people away while covering a modest arc on the initial swing. While decent for preparing a sincere assault, Moulinet isn't great for pestering opponents. Use a single Moulinet and follow with a variety of attacks.

Dui Montante (ⓀⓀ) is extremely easy to use after light juggling; it can catch people whether they are still in the air or have already landed. This attack is also fast enough to match itself against all but the fastest opponents.

Triple Botta in Tempo (⇨ⓀⓀⓀ) has the ludicrous speed to act as a counter hit standby against any direct attack that comes Raphael's way. Though linear, this move has few other weaknesses (it is too fast for most people to dodge or Guard Impact, and the natural combo can be stopped normally or switched into Preparation IV via (⇨❹), thus giving Raphael more options to slam defenders).

Quick Mandritti (↘ or ↗Ⓚ) is a fast swipe that should take a place during most Raphael matches. If ❹ is held, Raphael ends the attack by shifting into Preparation IV, which is one of his best stances. Swift Botta (During Preparation IV Ⓚ) and Dark Moon (During Preparation IV Ⓚ) chain from there to give Raphael more options. On a counter hit, add Grave Needle (↙ ⒼⓀ) for free damage.

Tondo Roversi (⇦Ⓚ) covers a better arc than Moulinet or Attack au Far (⇦Ⓚ), and its increased speed give it a better ability to punish Side Steps. Because foes are encouraged to play such a mobile game against Raphael, Tondo Roversi is critical in limiting opponent options.

Heavy Mandritti (⇦ ⇨ Ⓐ) has an evasive step worked into its attack. Though it isn't as commonly useful as Tondo Roversi, this horizontal attack can evade and counter fast vertical charges when they start to be abused.

To attack low, try Sweep Kick (⇩ Ⓚ) to stay safe, but use Pirouette Sweep (⇙ Ⓚ) when low attacks are least expected. Mixing these will frustrate foes without forcing Raphael to expose himself to more dangerous counters.

Wyvern's Tail (⇦ ⇨ Ⓐ+Ⓚ) is a somewhat fast charge attack; though this potent stab won't land very often if used directly, it is better when used as a guard cancel. Going from Wyvern's Tail into a Lunging Press (Ⓐ⇨) can catch people effectively. More standard cancels could lead to throws, a Sweep Kick, or some retreating moves. When all of these are applied, foes may become confused enough to allow Wyvern's Tail to land successfully on special occasions.

Cover Ground

Lunging Press, as mentioned above, is a splendid move under many circumstances. This is one of Raphael's fast-moving options, and he can advance farther with this arcing slice than many defenders plan for. Use Lunging Press to stop distant targets or chargers. Hold ❍ to shift into Preparation II, if any of those attacks are desired.

Affondo Fendante (⇩ ⇘ ⇨ Ⓚ) gives Raphael another good opportunity for a lunge, though this is a very linear option. Indeed, his more defensive Enveloping Stoccatta (⇩ ⇙ ⇦ Ⓚ) can be even better. Also striking at fair range and in a mid location, Raphael can hold this attack; it also serves to counter high and mid vertical attacks.

Dark Abyss (⇩ ⇘ ⇨ Ⓐ+Ⓚ) covers ground nicely. After a level one Soul Charge, this attack becomes a Guard Break, further improving its chance to open the way for better things. Follow a Guard Break with Tondo Reversi (⇦Ⓐ), costing the defender even more time in recovery.

Double-Handed Press (⇦Ⓐ+Ⓚ) is a standby for counter hits when players want to get attacks quickly without entering a more complex command. The first blow of the natural combo is most commonly used, but the second shot lands mid and can be held to play mind games with defenders.

Auto-Evade

Spiral Envelopment (Ⓚ+Ⓚ) should be used against abused high and mid attacks from foes with static routines. All attacks that come out of Spiral Envelopment will aim for a mid strike, so the greatest variety is in the recovery from using these. The vertical attacks can be held (❍) to shift into Preparation III.

Circular Envelopment (Ⓐ+Ⓚ) is similar, but saves Raphael from mid and low attacks. Also, it is possible to use Circular Envelopment twice in a row, perhaps grabbing even foes that mix their combos to increase the difficulty in timing the defense.

Encircling Envelopment is reached through a combo, so it is even harder to gauge when it should be brought into a fight. Bloodlust (⇨ ⇨ Ⓐ+Ⓚ) takes Raphael into this Auto-Evade, which can be held or cancelled. As a natural mix-up, this certainly sows confusion. Foes that are keen to block and attempt a counter hit against long combos are more likely to eat this attack more often than the more basic ones.

RAPHAEL STANCES

PREPARATION I

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Preparation I			Special Action. Guard Impact properties (vs. Horizontal). Possible to hold.
Ⓐ	Haunted Talon	L	17	
⇨ Ⓐ+Ⓚ	Dark Flood	M M	19,28	
Ⓚ	Enveloping Stoccatta	M	35–40	Possible to hold. Guard Impact properties (vs. Vertical High/Mid).
⇩ Ⓚ	Shadow Stinger	L	20	

PREPARATION II

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Preparation II			Special Action.
Ⓐ	Preparation I			Special Action. Shift to Preparation I.
⇦ Ⓐ+Ⓚ	Dark Flood	M M	19, 28	
⇦ Ⓐ	Heavy Mandritti	H	23	
Ⓚ	Enveloping Stoccatta	M	35–40	Possible to hold. Guard Impact Properties (vs. Vertical High and Mid during hold).
Ⓚ	Venom Toe Kick	M	20	
⇧ or ⇩	Side Movement–Preparation II			Special action. Shift to Preparation II.

CIRCULAR ENVELOPMENT

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ~Ⓚ	Circular Envelopment			Special Action. Evade properties vs thrust and Vertical Mid and Low attacks.Ⓐ+Ⓚ,Ⓐ+Ⓚ to repeat up to twice. Possible to hold. During Evade of Vertical thrust strikes.
Ⓐ		M M	18, 20	❶ to shift to Preparation III. Evading thrust and Vertical attacks.
Ⓑ		M	25	❶ to shift to Preparation III. Evading thrust and Vertical attacks.
Ⓚ		M	19	Evading thrust and Vertical attacks.
Ⓐ,Ⓑ		M M	23, 23	Ⓐ,❶ to shift to Preparation III. Evading Horizontal Mid and Low attacks.
Ⓑ		M	25	❶ to shift to Preparation III. Evading Horizontal Mid and Low attacks.
Ⓚ		M	19	Evading Horizontal Mid and Low attacks.
During Evade, ⇩ ↘ ⇨	Advance Step			Special Action. Shift to Advance Step.
During Evade, ⇩ ↙ ⇦	Retreat Step			Special Action. Shift to Retreat Step.

SPIRAL ENVELOPMENT

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Spiral Envelopment			Special Action. Evade properties vs. thrust and vertical High or Mid. Possible to hold. If Spiral Envelopment evades Vertical/thrust attacks.
Ⓐ		M M	18, 20	Evading thrust or Vertical attacks.
Ⓑ		M	25	❶ to shift to Preparation III. Evading thrust or Vertical attacks.
Ⓚ		M	19	If Spiral Envelopment evades Horizontal High or Mid attacks. Evading thrust or Vertical attacks.
Ⓐ		M	20	Evading High or Mid Horizontal attacks.
Ⓑ		M	25	❶ to shift to Preparation III. Evading High or Mid Horizontal attacks.
Ⓚ		M	19	Evading High or Mid Horizontal attacks.
During Evade, ⇩ ↘ ⇨	Advance Step			Special Action. Shift to Advance Step.
During Evade ⇩ ↙ ⇦	Retreat Step			Special Action. Shift to Retreat Step.

ENCIRCLING ENVELOPMENT

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Encircling Envelopment			Special Action. Evade properties vs. thrust, Vertical High or Mid attacks. Possible to cancel with Ⓑ.
Ⓐ		M M	18, 20	Evading thrust or Vertical attacks.
Ⓑ		M	25	❶ to shift to Preparation III. Evading thrust or Vertical attacks.
Ⓚ		M	19	Evading thrust or Vertical attacks.
Ⓐ		M	20	Evading High or Mid Horizontal attacks.
Ⓑ		M	25	❶ to shift to Preparation III. Evading High or Mid Horizontal attacks.
Ⓚ		M	19	Evading High or Mid Horizontal attacks.
During Evade, ⇩ ↘ ⇨	Advance Step			Special Action. Shift to Advance Step.
During Evade, ⇩ ↙ ⇦	Retreat Step			Special Action. Shift to Retreat Step.

ADVANCE STEP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ↘ ⇨	Advance Step			Special Action. Forward step. Auto-Counter if character docks under High attacks at close range.
⇩ ↘ ⇨ Ⓐ,Ⓑ	Scarlet Roar	M M	21, 27~35	Possible to hold second hit.
⇩ ↘ ⇨ Ⓑ	Affondo Fendante	M	54	
⇩ ↘ ⇨ Ⓚ	Venom Toe Kick	M	20	
⇩ ↘ ⇨ Ⓐ+Ⓑ	Dark Abyss	M	45	

RETREAT STEP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ↙ ⇦	Retreat Step			Special Action. Backward Step.
⇩ ↙ ⇦ Ⓐ	Haunted Talon	L	27	
⇩ ↙ ⇦ Ⓑ	Enveloping Staccatto	M	35~40	Possible to hold. Guard Impact properties (vs. Vertical High and Mid) during hold.
⇩ ↙ ⇦ Ⓚ	Pirouette Kick	M	24	
⇩ ↙ ⇦ ⇩ ↘ ⇨	Retreat Step~ Advance Step			Special Action. Evade properties vs. thrust, Vertical High and Mid.

PREPARATION III

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Preparation III			Special Action.
Ⓐ	Preparation I			Special Action.
⇨ Ⓐ	Lunging Press	H	25	⇨ ❹ to shift to Preparation II.
Ⓑ	Alfonds Fendante	M	54	
Ⓚ	Venom Side Kick	H	20	Ⓚ ⇩ ⇙ ⇦ to shift to Retreat Step.
⇧ or ⇩	Side Movement–Preparation II			Special Action. Shift to Preparation II.
Ⓚ ⇩ ⇙ ⇦	Venom Side Kick–Retreat Step.	H	20	

PREPARATION IV

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Preparation IV			Special Action. Possible to cancel with Ⓡ. Possible to retreat with ⇦.
Ⓐ	Preparation I			Special Action. Shift to Preparation I.
⇨ Ⓐ	Raging Storm	M	18	
Ⓑ	Swift Botta	H	30	❷ to shift to Preparation II.
Ⓚ	Dark Moon	M	28	
⇩ or ⇧	Side Movement–Preparation II			Special Action. Shift to Preparation II.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Attack au Fer	H H	12, 17	Ⓡ during first hit to cancel.
Ⓐ+Ⓑ	Mauvinet	H H	12,19	Ⓐ+❸ to shift to Preparation IV.
Ⓐ ⇩ Ⓐ	Attack au Fer Low	H L	12, 12	
Ⓐ ⇨	Lunging Press	H	25	❹ ⇨ to shift to Preparation II.
⇦ Ⓐ	Tordo Roversi	H	26	
⇙ Ⓐ	Dark Talon	L	22	
⇩ Ⓐ	Low Tordo Roversi	S/H	15	
⇘ Ⓐ	Violent Blood	M	30	
⇨ Ⓐ	Hilt Strike	H	16	
⇨ ⇨ Ⓐ+Ⓑ	Bloodiest	H H M	22, 25, 25	⇨ ⇨ Ⓐ+Ⓑ+Ⓚ Encircling Envelopment. ⇨ ⇨ Ⓐ+Ⓑ❹ to shift to Preparation II.
⇦ ⇦ Ⓐ	Heavy Mandrill	H	20	
⇦ ⇦ Ⓐ+Ⓑ	Bloody Funeral	M	85	Unblockable. Ⓡ to cancel.
Ⓐ+Ⓑ	Dui Montante	M M	15, 20	Ⓡ during first hit to cancel.
⇦ Ⓐ+Ⓑ	Double-Handed Press	H M	27, 30–36	Possible to hold second hit.
⇙ Ⓐ+Ⓑ	Grave Needle	L L	18, 20	Possible to delay second hit.
⇩ Ⓐ+Ⓑ	Feintcrete	M	20	
⇘ Ⓐ+Ⓑ	Montante al Fin	M	28	
⇨ Ⓐ+Ⓑ	Double Appel Cut	H H	15, 16	⇨ ❹ to shift to Preparation IV. ⇨ Ⓐ+Ⓑ to shift to Preparation II.
⇨ Ⓐ+Ⓑ ⇙ Ⓐ+Ⓑ	Double Appel Cut–Quick Parade	H H	15, 16	Special Action. Guard Impact properties (vs. Horizontal High and Mid). ⇨ Ⓐ+Ⓑ ⇙ ❹+❸ to shift to Preparation II.
⇨ Ⓐ+Ⓑ+Ⓚ	Triple Botta in Tempo	H H M	15, 16, 22	⇨ Ⓐ+Ⓑ+Ⓚ❸ to shift to Preparation III.
⇨ ⇨ Ⓐ+Ⓑ	Broken Thrust	M	35	⇨ ⇨ ❹ to shift to Preparation III.

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ ⇦ Ⓑ	Single Montante	M	33	
Ⓑ	Venom High Kick	H	19	
⇦ Ⓚ	Head Hunter Kick	H	17	
⇙ Ⓚ	Pirouette Sweep	L	25	
⇩ Ⓚ	Sweep Kick	L	16	
⇨ Ⓚ	Venom Heel	H	21	
⇨ ⇨ Ⓚ	Dark Moon	M	28	
⇦ ⇦ Ⓚ	Venom Side Kick	H	20	⇦ ⇦ Ⓚ ⇩ ⇙ ⇦ to shift to Retreat Step.
Ⓐ+Ⓑ	Assalto Montante	M M	16,34	Possible to hold.
Ⓐ+Ⓑ+Ⓐ	Assalto Montante Crescendo	M M L	16, 36, 23	Possible to hold first hit.
⇦ Ⓐ+Ⓑ	Baroque Storm	M M	19, 25	
⇘ Ⓐ+Ⓑ	Spinning Alfonds Thrust	L	40	
⇨ ⇨ Ⓐ+Ⓑ	Wyvern's Tail	M	30	Possible to cancel with Ⓡ.
⇗ Ⓐ+Ⓑ	Blood Roar	H M	15, 22	Guard Impact properties (vs. Horizontal High / Mid). ⇗ Ⓐ+Ⓑ to shift to Preparation II.
⇙ Ⓐ+Ⓑ	Quick Parade			Special Action. Guard Impact properties (vs. Horizontal High / Mid). ⇙ ⇗ Ⓐ+Ⓑ to shift to Preparation II.
During Quick Parade Ⓑ	Stoccatta Rampage	M (x7)	4, 4, 4, 4, 4, 4, 4	Possible to delay. During Quick Parade, Ⓑ ⇧ or ⇩ to shift to Side Movement–Preparation II.
During Quick Parade, Ⓑ Ⓑ	Stoccatta Rampage Crescendo	M (x7) M	4, 4, 4, 4, 4, 4, 4, 28	During Quick Parade, Ⓑ ❹ to shift to Preparation III.
⇘ Ⓚ	Venom Toe Kick	M	20	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ+Ⓚ	Bloodlust	H H M	22, 25, 26	➡ Ⓐ+Ⓚ to shift to Encircling Envelopment. ➡ Ⓐ Ⓚ ❶ to shift to Preparation II.
➡ Ⓑ	Broken Thrust	M	35	➡ ❶ to shift to Preparation III.
➡ Ⓚ	Sliding	L	29	Sliding.
➡ Ⓐ+Ⓑ	Wyvern's Tail	M	30	Possible to cancel with Ⓚ.
↗ or ↖ Ⓐ Ⓐ	Merciless Stramazone	H H	20, 23	
↗ or ↖ Ⓐ Ⓑ	Deadly Snakes	H L	20, 19	↗ or ↖ Ⓐ ❶ to shift to Preparation II.
↗ or ↖ Ⓑ	Quick Mandritti	M	32	↗ or ↖ ❶ to shift to Preparation IV.
↗ or ↖ Ⓚ	Dark Moon	M	28	
↗ or ↖ Ⓐ+Ⓑ	Blood Roar	H M	16, 22	Guard Impact properties vs. Horizontal High and Mid attacks. ↗ or ↖ ❶+❷ to shift to Preparation II.
⬆ or ⬇ Ⓐ Ⓐ	Dark Tears	M L	32, 19	
⬆ or ⬇ Ⓐ Ⓑ	Squalembrato Cancierto	M M	34, 27	⬆ or ⬇ Ⓐ ❶ to shift to Preparation II.
⬆ or ⬇ Ⓑ	Death Guise	L	29	
⬆ or ⬇ Ⓚ	Venom Roundhouse	H	24	
⬆ or ⬇ Ⓐ+Ⓑ	Assalto Montante	M M	18, 40	Possible to hold.
⬆ or ⬇ Ⓐ+Ⓑ Ⓐ	Assalto Montante Crescendo	M M L	18, 40, 24	Possible to hold first hit.
↖ or ↗ Ⓐ	Heel Snipe	L	20	
↖ or ↗ Ⓑ Ⓐ Ⓑ	Dark Heart	M H M	24, 20, 32	Possible to hold third hit.
↖ or ↗ Ⓚ	Venom Side Kick	H	20	↖ or ↗ Ⓚ ⇩ ⇙ ⇦ to shift to Retreat Step.
↖ or ↗ Ⓐ+Ⓑ	Quick Parade			Special Move. Guard Impact properties (vs. High / Mid). ↖ or ↗ ❶+❷ to shift to Preparation II.
During Quick Parade Ⓑ	Staccatto Rampage	M (x7)	4, 4, 4, 4, 4, 4	Possible to delay. During quick Parade Ⓑ ⇧ or ⇩ to shift to Side Movement–Preparation II.
During Quick Parade Ⓑ Ⓑ	Staccatto Rampage Crescendo	M (x7) M	4, 4, 4, 4, 4, 4, 4, 28	During Quick Parade, Ⓑ ❶ to shift to Preparation III.
⬅ Ⓐ	Heavy Mandritti	M	20	
⬅ Ⓑ	Single Montante	M	33	
⬅ Ⓐ Ⓑ	Bloody Funeral	M	85	Unblockable. Ⓚ to cancel.
⬅ Ⓚ	Venom Side Kick	H	20	⬅ Ⓚ ⇩ ⇙ or ⇦ to shift to Retreat Step.
⬅ Ⓐ+Ⓑ	Baroque Storm	M M	19, 25	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Low Tondo Reversi	SM	15	
↘ Ⓐ Ⓐ Ⓐ	Midnight Terror	H H L	23, 29, 19	↘ Ⓐ Ⓐ ❶ to shift to Preparation II.
Ⓑ	Crouching Montante	M	18	
↘ Ⓑ	Shadow Stinger	L	25	While crouching, ↘ ❶ to shift to Preparation II.
Ⓚ	Sweep Kick	L	12	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Rising Tondo	H	22	
Ⓑ	Rising Montante	M	23	
Ⓚ	Rising Venom Kick	M	20	
Ⓐ+Ⓑ	Rising Wyvern	M	32	❶+❷ to shift to Preparation III.

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Turning Attack au Fer	H	18	
Ⓑ	Turning Montante	M	27	
Ⓚ	Turning Venom High Kick	H	15	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Low Turn Attack au Fer	L	15	
Ⓑ	Low Turn Montante	M	26	
Ⓚ	Turning Sweep Kick	L	10	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Sky Battle	H	25	
Ⓑ	Sky Agonie	M	29	
Ⓚ	Dark Moon	M	25	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Botte	L	24	
Ⓑ	Diving Flick	M	29	
Ⓚ	Diving Venom Toe Kick	M	23	

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Death Puppet	50	Ⓐ to escape throw.
Ⓑ+Ⓚ	Unending Stings	60	Ⓑ to escape throw.
Left Throw	A Lesson in Massacre	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Undertaker	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Pure Sacrifice	60	Impossible to escape (except Voldo and Astaroth).

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Botte	L	24	
Ⓑ	Diving Agonie	M	29	
Ⓚ	Diving Moon	M	23	

TAKI

PROFILE

BIOGRAPHY

After defeating the dread pirate Cervantes, Taki attempted to fuse a fragment of Soul Edge she removed from Sophitia's body into the demonic blade, Mekki-Maru. Much to her surprise, Mekki-Maru began to surge with even greater evil energy.

Taki feared that the leader of the Fu-Ma clan, Master Taki, would take Mekki-Maru away, so she left the clan and became a renegade ninja. She searched for Soul Edge in the hopes of destroying both swords by pitting them against one another. Unfortunately, by the time she found Soul Edge, its wielder, Nightmare, had already been defeated.

Perhaps it was the fact that she lacked a plan to destroy Mekki-Maru, but Taki's desire to master the sword began to grow.

One day, several Fu-Ma Ninjas appeared before her. Unlike previous encounters, these pursuers attempted to capture her, rather than trying to kill her. Searching through the strewn remains of the ninjas, Taki came across a familiar metal fragment.

Taki was undoubtedly searching for information about Soul Edge. That would explain why the ninjas attempted to take her alive.

Knowing the effects of Soul Edge on its wielders, Taki knew she could not let it get into the hands of Master Taki.

On her way back to Japan, she sensed the presence of the evil sword. Time was running out.

ELEMENTS OF STYLE

Taki is fast, but she doesn't handle like Talim or Xianghua. Being a mystic ninja, Taki has the power to leap through the air and move with the force of a gale. This makes it easier for Taki players to set where they want to fight within an arena. Taki can close against long-range foes without nearly as many problems as other short-range characters. This doesn't remove all of Taki's problems, by any means, but it makes her quite exciting to play.

Taki is given to engage in extreme poke routines. Because she can land high and mid attacks with furious speed, Taki is pretty darn wonderful for slamming counter hit attacks home, even in the middle of an attacker's natural combos. Players who want this kind of responsive speed and aggression will be very happy with Taki. Even better, she does heavy damage if her best attacks get inside someone's defense.

The difficult part when facing serious competition is making those mind games work. Surprisingly, Taki isn't that good at mind games. After people have adjusted to her summersaults and rolls, it takes far more effort to get those brutal hits through without being pounded in return. Instead, Taki must use her most basic attacks almost exclusively, supplementing these with precisely chosen special attacks.

When things come to blows, Taki will absolutely eat aggressive characters who aren't very keen on defense, but she loses so much when a cautious opponent tries to punish her. Accidentally overstepping Taki's natural combos, which is easy to do, leads to lost matches. Taki's speed makes her great for beginners and experts, but everyone in between has a long road to travel.

STRENGTHS

Taki's speed and simple natural combos give her a poking game that puts defenders to shame. Because Taki is very good at lashing out with one, two, or three strikes without delay, counter hit opportunities are very hard to exploit for her foes. Defenders who Side Step are going to meet horizontals before they have throw or counter hit potential, and vertical attacks only get a free chance if Taki dedicates to her attacks too early in her approach. Impatient foes will take considerable pain before they realize that blocking is safer when it comes to Taki.

Taki has a fair range of effective low attacks that mix well with her high and mid poke games. She can approach high for speed, use mid to launch against sudden crouchers, then alternate between low and mid when targets don't have the room to retreat. This is very effective. If Taki can keep a target from backing away, the fight has a much better chance of swinging in her advantage.

Taki's poking game is so effective that foes must use obvious tactics to disrupt her chains. Because of this, Taki players who master secondary Guard Impacting and sticking to targets will be devastating. This is not the most visually rewarding way to use Taki, but it is one of the most effective. Close with foes, poke them without mercy, counter any Guard Impacts, stick tight, then win again and again.

WEAKNESSES

Taki's haste can be as much of a detriment to her game as an asset. People who are too aggressive with combos get punished again and again because of overextension. Taki can start her combos quickly, but she takes a fair bit of time to recover from many of her attacks, especially the strange ones. Taki's moves outside of her pokes are harder to use. This makes it quite difficult to integrate some of the most attractive attacks in Taki's arsenal. Sometimes, it feels like Taki players are penalized disproportionately if they try to play a fun match instead of going for a safe victory.

Though Taki can cover ground quickly, it is still troublesome to fight long-ranged foes who know how to retreat and hassle people who lack their reach. A skilled Ivy or Nightmare player can frustrate Taki's efforts; this puts heavy pressure on Taki's player. Mind games are harder to play in these cases. Taki fights are prone to becoming all-or-nothing bouts.

Because Taki's core moves are so heavily used, Guard Impacts will happen more often against her. If her player isn't skilled with secondary Guard Impacting and mixing their post-Guard Impact response, this will be a substantial problem.

PATH TO MASTERY

Anyone can pick up Taki, but only some of the most dedicated players take her to the highest levels of play. If speed and power are more important than range and unpredictability, look through these moves and tactics for the next step.

Natural Combos Done Well

Taki has a number of great moves for attacking with speed and keeping the pressure high. These have to be used heavily during most matches; the flashy stuff is just too hard to land.

Shadow Ripper (Ⓐ Ⓐ) is fast. Actually it's really fast, and it does enough damage to really push it over the top. This works wonderfully for initiating attacks, attempting a counter hit, and for adding pressure. A vertical mid can be added at the end of this with a Ⓑ. Most of the time this is a bad idea because of the added recovery time, but it's ideal for nailing anyone who wants to duck and punish Taki.

Earth Scroll (⇩ Ⓐ+Ⓚ) is an easy combo to use and gives Taki two low hits! After opponents get used to seeing Shadow Ripper, delay, Shadow Ripper, use Earth Scroll. The defender won't see the slight pause as anything new, and those low attacks will have a very good chance to land.

The first kick of Punishing Strike (⇩ Ⓚ) is divine. Because this attack is visually hard to read, defenders have a terribly time blocking when this is used as a mixup. Abuse of Punishing Strike is quite appropriate, and is a good way to distract opponents from forming a solid defense.

A nice and natural mixup is done with the first part of several innate combos. People keep expecting the second blow from each set, but it never lands. If the defender tries to Side Step and punish the vertical, Taki's horizontal slams them on counter hit, and the combo finishes low to catch patient defenders anyway. What's not to love?

Darkness Illusion (Ⓐ+Ⓚ) can be used with Ninja Cannon (⇦Ⓡ + Ⓚ) (creating Shadow Cannon (Ⓐ+Ⓚ⇦Ⓡ+Ⓚ)) to illustrate another Taki mixup. This too hits high, mid, then low, launching anyone who is caught unprepared for the shift. Take a third strike with Darkness Illusion (Ⓐ+Ⓡ+Ⓚ) after training foes to duck. No safety for them.

Intelligent Responses, Post Guard Impacts, and Beyond

Every Taki player is going to indulge in easy pokes and combos during some matches. If the defender isn't blocking well, why would the aggressor want to stop? Still, this leads to a fair serving of Guard Impacts for Taki. As such, post-Guard Impact responses are quite important to her. Extremely aggressive players will often hurry for the free damage of a higher attack or throw after their own Guard Impact, so Taki should try to Repel them (⇨Ⓡ). More hesitant foes tend to try a low attack or are waiting for a Guard Impact whiff on Taki's part. If they wait long enough, Taki can just recover and jump into action with Shadow Ripper. Otherwise, a Parry (⇦Ⓡ) will suffice.

Once the secondary Guard Impact succeeds, Taki has her own choices to make. A really fast Shadow Ripper can get through to smack the defender before they have a chance to attempt yet another Guard Impact. Still, variety is the key to success in the Guard Impact environment. One nice alternative is Reaping Hook (⇩↗Ⓐ). This move goes low and does almost everything well; Taki's recovery time is miserable, but that is why Reaping Hook makes such a nice Guard Impact response.

TAKI STANCES

STALKER

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓡ or ⇧ or ⇩ Ⓐ+Ⓡ	Stalker			Special Movement. Possible to hold. Run into a wall while holding to jump off wall and leap to other side.
Ⓐ	Stalker Blade	M	39	Will not come out from ⇧ or ⇩ Ⓐ+Ⓡ.
Ⓡ	Stalker Thunder	M	53	Will not come out from ⇧ or ⇩ Ⓐ+Ⓡ.
Ⓚ Ⓐ	Stalker Omen	M M M	20, 19, 39	Will not come out from ⇧ or ⇩ Ⓐ+Ⓡ.

Almost no one will leave their guard down and take a hit out of Taki's leap, and any veteran will be happy to punish Taki for even trying. Unless the opponent makes it painfully clear that they are about to dedicate to a lengthy strike, Stalker is a bad idea.

Almost every novice player has done a self Ring Out with Taki at one point. Playing around with Stalker is often involved in this mistake. Stalker is a very cool-looking leap, but this opener has to be one of the least-abusable techniques in the entire series.

POSSESSION

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ↗ ⇨	Possession			Special Stance. ⇧ or ⇩ to move.
⇦	Possession Rush			Special Movement. ⇦ or Ⓡ to cancel.
Ⓐ or ⇧ or ⇩ Ⓐ	Storm Scroll	H	41	
⇦ Ⓐ	Hekki Mau Wind	H	11	During Possession. ⇦ Ⓐ ⇩ ↙ ⇦ to shift to Possession.
Ⓡ	Dream Scroll	M	49	
Ⓚ	Dragon Wheel	M	19	
⇨ Ⓚ+Ⓐ	Awakening Rush	M M M	24, 24, 49	During Possession ⇧ Ⓚ ⇩ ↙ ⇦ to shift to Possession.
⇩ Ⓚ	Vacuum Drop Kick	L	23	
Ⓐ+Ⓡ	Exorcism	M	68	Unblockable. Ⓡ to cancel.
Ⓐ+Ⓚ	Fan Dance	M M	30, 27	
Ⓐ+Ⓚ or Ⓡ+Ⓚ	Bow Breaker	Throw	50	Same button as throw (Ⓐ or Ⓡ) to escape.
⇧ ⇧ or ⇩ ⇩ near a wall	Wall Dash			Special Action.

Used outside of a combo, Possession is somewhat slow; people will see the stance coming and be ready for most of its abuses. The many combos that flow into it without trouble make Possession so lovely. Combos like Darkness Illusion can be changed into (Ⓐ+Ⓡ+Ⓚ ⇩ ↙ ⇦) to enter Possession. Some of the best attacks that shift into Possession are listed in the table on the following page.

Possession is what takes a strange and difficult character like Taki and makes her worth every moment of practice. Few stances in any game open the door to evil abuse like Possession. Though it takes days of practice to learn the perfect timing and use for Possession attacks, the practical uses are staggering. Possession can be a way to deal high damage, gain timing advantages, or simply to move forward in safety.

COMBOS WITH POSSESSION SHIFTING

COMMAND NAME AND INPUT	RESPONSE IF COMBO HITS	RESPONSE IF GUARDED
Shadow Run (⇨ ⇨ Ⓐ ⇩ ↗ ⇦)	Ⓐ	⇦Ⓐ
Shadow Run (⇨ ⇨ Ⓐ+Ⓐ ⇩ ↗ ⇦)	Ⓐ	⇦Ⓐ
Lightning Strike (Ⓐ ⇩ ↗ ⇦)	⇦Ⓐ	⇦Ⓐ
Shadow Scroll (⇩Ⓐ ⇩ ↗ ⇦)	⇦Ⓐ	Ⓐ+Ⓑ
Awakening Rush (Possession ⇧ Ⓑ ⇩ ↙ ⇦)	Ⓑ	⇦Ⓐ
Burning Misery (↖ or ↗ Ⓐ ⇩ ↗ ⇦)	Ⓑ	⇦Ⓐ
Assassin's Secret (↙ or ↖ Ⓑ⇩ ⇩ ↙ ⇦)	⇦Ⓐ	⇦Ⓐ
Haste (Ⓐ+Ⓚ ⇩ ↗ ⇦)	⇦Ⓐ	Ⓐ+Ⓑ
Haste Alternate (Ⓑ + Ⓚ ⇨ Ⓚ+Ⓚ ⇩ ↙ ⇦)	⇦Ⓐ	Ⓐ+Ⓑ

Using the moves above to slip into Possession during combos will yield many victories. If the combo itself hits, the opponent will be at enough of a disadvantage that the Possession attacks are pretty much guaranteed. Even when guarded against, many of these attacks can lash out with Mekki-Maru Wind (Possession ⇦Ⓐ), which is fast enough to counter hit almost any response. For the attacks that aren't advantageous enough to promote a counter hit with Mekki-Maru Wind, Exorcism (Possession Ⓐ + Ⓑ) is begun and cancelled to return to a neutral state with speed.

WIND ROLL 1

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Wind Roll 1			Special Movement. Ⓐ+Ⓚ ⇩ ↙ ⇦ to shift to Possession.
Ⓐ	Mekki-Maru ☆Red Roll	H	11	Ⓐ ⇩ ↙ ⇦ to shift to Possession.
⇧Ⓐ or ⇩Ⓐ	Side Breeze	H	31	
⇦Ⓐ	Curse	L	17	Shift to Possession.
Ⓑ⇩Ⓑ	Wind Death Sault	M M M	34, 20, 44	
Ⓑ⇩	Wind Sealing Rush	M M	34, 17, 17	Ⓑ during second hit for additional attack (Ⓜ).
Ⓚ	Ryotsu	M M	17, 24	
⇩Ⓚ	Sashoj Punishment	L	11	
⇦Ⓚ⇩Ⓚ	Haste Alternate	H L H	17, 12, 22	⇦Ⓚ⇩ ↙ ⇦ to shift to Possession.

Both Possession rushes and Wind Roll have a very low crouch, ensuring their defensive usefulness. Primarily, it's a matter of player comfort whether they wish to advance and attack with one or the other. As long as Stalker isn't used, everything will work out nicely in the end.

Wind Roll (Ⓐ + Ⓚ) on the other hand is a gem when used for special punishment. If long-range foes try to use high attacks to keep Taki at arm's length, Wind Roll is a nice way to advance. When defender's leave themselves even more exposed, through a charging attack, Wind Death Sault (During Wind Roll 1 Ⓐ⇩Ⓐ) rolls in and does steaming portions of damage. Though the final attack from this combo rarely hits, Taki bounces far enough away from her target that it doesn't expose her as much as it should. Curse (⇦Ⓐ) hits low and puts Taki into Possession! The possibilities out of this are endless.

WIND ROLL 2

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇧Ⓐ+Ⓚ or ☆Ⓐ+Ⓚ	Wind Roll 2			Special Movement. ⇧ or ⇩Ⓐ+Ⓚ ⇩ ↙ ⇦ to shift to Possession.
Ⓐ	Side Breeze	H	31	
⇦Ⓐ	Curse	L	17	Shift to Possession.
Ⓚ⇩Ⓐ	Storm Cloud Scroll	H H M	17, 17, 32	
Ⓐ+Ⓑ	Stalker			Special Movement. Shift to Stalker.

WALL DASH

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇧ ⇧ or ⇩ ⇩ near a wall	Wall Dash			Special Action.
Ⓐ	Shadow Strike	M M	21, 20	
Ⓑ	Assassin's Strike	M	23	
Ⓚ	Hurricane Punishment	SM SM	17, 18	

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓐ+Ⓑ	Shadow Ripper	H H M	10, 14, 17	Ⓒ during first hit to cancel. Possible to delay third hit.
⇨ Ⓐ+Ⓑ	Stabbing Shadow	H H M	12, 14, 14	
Ⓐ+Ⓑ ⇨ Ⓑ or ⇨ Ⓐ+Ⓑ ⇨ Ⓑ	Silent Shadow	H H M	12, 14, 21	Possible to delay third hit.
Ⓐ ⇨	Shadow Shrine	M M	22, 22	
Ⓐ+Ⓑ+Ⓒ	Darkness Illusion	H M M	10, 20, 29	Ⓐ+Ⓑ+Ⓒ ⇩ ↙ ⇦ to cancel third hit and shift to Possession. Ⓒ during third hit to cancel.
Ⓐ+Ⓑ ⇦ Ⓑ+Ⓚ	Shadow Cannon	H M L	10, 20, 19	Ⓒ during third hit to cancel.
During third hit of Shadow Cannon Ⓐ	Ninja Cannon–Mekki-Maru	H M L H	10, 20, 11	Ⓐ ⇩ ↙ ⇦ to shift to Possession.
Ⓐ+Ⓑ+Ⓚ	Shadow Rush	H M H	10, 20, 24	
↙ Ⓐ	Reaping Hook	L	34	
⇩ Ⓐ+Ⓚ	Earth Scroll	L L	17, 13	
↰ Ⓐ	Shadow Split	SM	12	
⇦ Ⓐ	Wind Scroll	M	28	
⇦ ⇦ Ⓐ	Bamboo Cutter	H	21	⇦ ⇦ ❹ to change position after move.
⇨ ⇨ Ⓐ+Ⓐ	Shadow Run	H H	19, 23	⇨ ⇨ Ⓐ ⇩ ↙ ⇦ or ⇨ ⇨ Ⓐ+Ⓐ ⇩ ↙ ⇦ to shift to Possession.
⇨ ⇨ Ⓐ+Ⓑ+Ⓒ	Shadow Rush	H M M	19, 24, 34	Possible to delay third hit.
Ⓑ+Ⓑ+Ⓑ	Lightning Strike	M M M	15, 19, 29	Ⓒ during first or third hit to cancel. Possible to delay second or third hit. Ⓑ ⇩ ↙ ⇦ to shift to Possession. Ⓑ+Ⓑ+Ⓑ ⇩ ↙ ⇦ to cancel third hit and shift to Possession.
Ⓑ ⇨	Dark Destroyer	M	30	
⇦ ⇦ Ⓑ	Seal	M	29–44	Possible to hold.
⇦ Ⓔ	Demon Fangs	M	31	
Ⓑ+Ⓐ+Ⓐ	Shadow Scroll	M H L	15, 12, 25	Possible to delay second hit. Ⓑ+Ⓐ ⇩ ↙ ⇦ to shift to Possession.
Ⓑ+Ⓐ+Ⓚ	Shadow Banishment	M H H	15, 12, 29–49	Possible to hold third hit. Ⓑ+Ⓐ ⇧ or ⇩ Ⓐ+Ⓑ to shift to Stalker.
Ⓑ+Ⓐ ⇦ Ⓚ	Heavy Shadow	M H M	15, 12, 28	
Ⓑ+Ⓐ+Ⓐ	Blood Scroll	M H H	15, 25–45, 11	Possible to hold second hit. Ⓑ+Ⓐ+Ⓐ ⇩ ↙ ⇦ to shift to Possession.
⇩ Ⓑ+Ⓐ	Dark Slicer–Mekki-Maru	M H	11, 22	⇩ Ⓑ+Ⓐ ⇩ ↙ ⇦ to shift to Possession.

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Shadow Split	L	8	
Ⓐ	Darkness Shatter	M	21	Ⓐ ⇩ ↙ ⇦ to shift to Possession.
Ⓚ	Reverse Seal Punishment	L	14	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ Ⓐ+Ⓐ	Dark Slicer Feint–Mekki-Maru	H	11	Depending on button input timing, cancel first hit.
↰ Ⓑ	Assassin's Feather	M	23	
⇨ Ⓑ	Silence	M	25	
⇨ ⇨ Ⓑ	Assassin's Strike	M	51	
⇦ ↙ ⇩ ↘ ⇨ Ⓑ	Seal of the Fire Dragon	M	73	Unblockable. Ⓒ to cancel.
During Soul Charge Effect ⇧ ⇩	Pure Thunder Seal	M M H	5, 5, 15	⇧ ⇩ during Soul Charge Effect to delay.
During Pure Thunder Seal Ⓐ	Thunder Seal Huntress	H	18	
Ⓚ+Ⓚ	Haste	H H H	16, 17, 19	Ⓒ during first hit to cancel. Ⓚ+Ⓚ ⇩ ↙ ⇦ to shift to Possession.
Ⓚ+Ⓒ ⇩ Ⓚ	Water Haste	H H L	16, 17, 15	
↙ Ⓚ+Ⓒ+Ⓚ	Haste Alternate	H L H	17, 12, 22	↙ Ⓚ+Ⓒ ⇩ ↙ ⇦ to shift to Possession.
↰ Ⓚ+Ⓚ+Ⓚ	Rapid Destruction	M M M	14, 16, 24	↰ Ⓒ+Ⓚ+Ⓚ or ↰ Ⓚ+Ⓒ+Ⓚ+Ⓚ to shift to Wind Roll 1. ↰ Ⓚ ↑ or ↙ Ⓑ+Ⓚ or ↰ Ⓚ+Ⓚ ↑ or ⇩ Ⓑ+Ⓚ to shift to Wind Roll 2.
⇩ Ⓚ+Ⓚ	Punishing Strike	L M	17, 27	
↙ Ⓚ	Sealing Punishment	L	13	
⇦ Ⓚ+Ⓚ	Water Kick	H L	24, 17	
⇦ Ⓚ ⇦ Ⓐ	Executioner's Curse	H L	24, 17	Shift to Possession.
⇨ Ⓚ+Ⓐ	Divine Punishment–Mekki-Maru	M H	23, 11	⇨ Ⓚ+Ⓐ ⇩ ↙ ⇦ to shift to Possession.
⇨ ⇨ Ⓚ	Hurricane Punishment	SM SM	23, 23	
⇦ ⇦ Ⓚ	Mist	M	29, 15	During first hit, Ⓚ for additional attack (M).
During Soul Charge Effect, ↰ Ⓚ+Ⓑ	Hidden Haze	M	39	During Soul Charge effect, ↰ ❺, and hit a wall for automatic attack (M).
⇦ Ⓑ+Ⓚ	Ninja Cannon	L	16	Ⓒ to cancel
During Ninja Cannon, Ⓐ	Ninja Cannon–Mekki-Maru	L H	16, 11	During Ninja Cannon Ⓐ ⇩ ↙ ⇦ to shift to Possession.
Ⓐ+Ⓚ	Advancing Cloud Scroll	M M	23, 17	
⇩ Ⓐ+Ⓚ	Frog Blanket	M	24	
During Ninja Cannon Ⓐ	Ninja Cannon Feint–Mekki-Maru	H	11	During Ninja Cannon Ⓐ ⇩ ↙ ⇦ to shift to Possession.

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Scroll	L	25	
Ⓑ+Ⓚ	Shadow Banishment	M L	29, 27	Ⓑ+Ⓐ+Ⓑ to shift to Stalker.
Ⓚ	Riptide	M M	18, 25	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓑ+Ⓚ	Heavy Burden	M	14	
⇩ Ⓐ+Ⓚ	Frog Blanket	M	39	
Ⓐ	Reverse Shadow	H	12	
Ⓑ+Ⓐ	Shadow Mekki-Maru	M H	17, 11	Ⓑ+Ⓐ ⇩ ↙ ⇦ to shift to Possession.
Ⓚ	Punishing Wind	H	17	Ⓚ ⇨ to shift to Wind Roll 1.

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Shadow Spirit	SM	12	
Ⓑ	Free Shadow	M	16	
Ⓧ	Seeking Punishment	L	11	
Ⓐ+Ⓧ/Ⓑ	Divine Cannon Combo	L M	16, 24	
⇙ Ⓐ+Ⓑ	Poison Dart	SM	21	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ Ⓐ Ⓐ	Shadow Claw	M H M	22, 14, 34	While rising Ⓐ Ⓐ ⇩ ⇙ ⇦ to shift to Possession.
Ⓑ Ⓑ	Darkness Banishment	M L	29, 27	While rising Ⓑ ⇧ or ⇩ Ⓐ+Ⓑ to shift to Stalker.
Ⓧ	Divine Cannon	M	24	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ Ⓐ	Shadow Run	H H	19, 23	➡ Ⓐ ⇩ ⇙ ⇦ or ➡ Ⓐ Ⓐ ⇩ ⇙ ⇦ to shift to Possession.
➡ Ⓐ Ⓧ Ⓑ	Shadow Rush	H M M	19, 24, 34	Possible to delay third hit.
➡ or ⬈ or ⬊ Ⓑ	Assassin's Strike	M	51	
➡ Ⓧ	Sliding	L	27	Sliding.
⬈ or ⬊ Ⓐ Ⓑ Ⓧ Ⓑ	Burning Misery	H M M M	6, 8, 13, 19	Possible to hold first hit. ⬈ or ⬊ Ⓐ ⇩ ⇙ ⇦ to shift to Possession.
⬈ or ⬊ Ⓑ	Heavy Burden	M	14	⬈ or ⬊ Ⓑ ⇩ ⇙ ⇦ to shift to Possession.
⇧ or ⇩ Ⓐ Ⓐ Ⓐ	Dark Chaos	H H L L	15, 16, 17, 24	⇧ or ⇩ Ⓐ Ⓐ ⇧ Ⓑ+Ⓑ to shift to Wind Raid 2.
⇧ or ⇩ Ⓐ Ⓐ	Deep Chaos	H M H	16, 15, 24	
⇧ or ⇩ Ⓑ	Illusion Scroll	M M	14, 22	
⇧ or ⇩ Ⓑ Ⓐ	Scroll of Darkness	M	39	
⇧ or ⇩ Ⓧ Ⓐ	Storm Cloud Scroll	H H M	17, 17, 32	
⬊ or ⬋ Ⓐ	Weaving Blades	L H	14, 19	
⬊ or ⬋ Ⓑ Ⓧ	Assassin's Secret	M M	16, 25	⬊ or ⬋ Ⓑ Ⓧ ⇩ ⇙ ⇦ to shift to Possession.
⬊ or ⬋ Ⓧ Ⓧ	Water Kick	H L	24, 17	
⬅ Ⓐ	Bamboo Cutter	H	21	⬅ Ⓞ to change position after move.
⬅ Ⓑ	Seal	M	29~44	Possible to hold.
⬅ Ⓧ	Mist	M	29, 15	During First hit, Ⓧ for additional attack (Mist).

JUMP

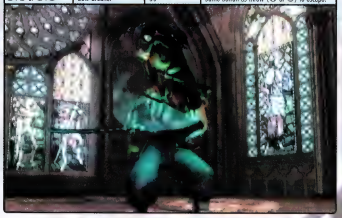
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Falling Scroll	M	32	
Ⓑ	Windfall	M	26	
Ⓧ Ⓧ Ⓧ	Haste Alternate	H L H	17, 12, 22	Ⓧ Ⓧ ⇩ ⇙ ⇦ to shift to Possession.

JUMP DELAY

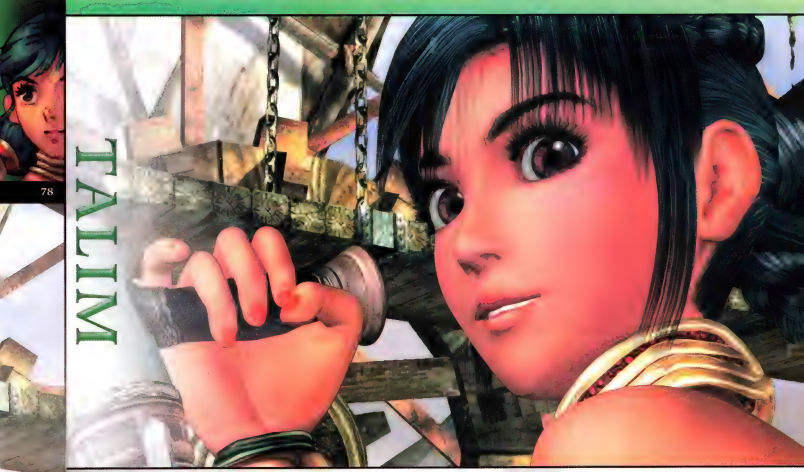
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Scroll	L	24	
Ⓑ Ⓑ	Darkness Banishment	M L	29, 27	Ⓑ ⇧ or ⇩ Ⓐ+Ⓑ to shift to Stalker.
Ⓧ Ⓧ Ⓧ	Rapid Destruction	M M M	19, 16, 24	Ⓧ Ⓧ Ⓑ+Ⓚ to Wind Raid 1. Ⓧ Ⓧ ⇧ or ⇩ Ⓑ+Ⓚ to shift to Wind Raid 2.

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Strangulation Blade	55	Ⓐ to escape throw.
Ⓑ+Ⓚ	Departure in Fire	55	Ⓑ to escape throw.
Left Throw	Cellar Drop	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Jute Burial	65	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Dropping the Bottle	60	Impossible to escape throw (except Valis or Astaroth).
⇦ ⇨ Ⓑ+Ⓚ	Crossing the Cliff	60	Ⓑ to escape throw.
Ⓐ+Ⓚ or Ⓑ+Ⓚ	Bow Breaker	50	Same button as throw (Ⓐ or Ⓑ) to escape.

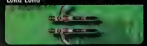


TALIM



PROFILE

WEAPON: Elbow Blades, Syri Salika & Loka Luha



DISCIPLINE: Wind Dance

AGE: 15

BIRTHPLACE: Village of the Wind Deity, SE Asia

HEIGHT: 4'8"

WEIGHT: 93 lbs.

BIRTH DATE: June 15

BLOOD TYPE: Unknown

FAMILY

Father: Sanpet Mother: Lidi
Grandmother: Kalona
Bird: Alun

BIOGRAPHY

Southeast Asia was thrust into an age of turmoil when Western Europe's influence began to encroach upon their lands. In one particular region of Southeast Asia lived a tribe of people who could control the winds.

Talim was the daughter of this village's shaman, and she was reared to be the last priestess. During an era where faith in the Wind Deity gradually waned, Talim possessed unparalleled potential to be a shaman.

One day, as Talim read the winds just as she had done many times, a violent evil aura that seemed to devour everything in its path surged into her body. Talim lost her consciousness and did not wake for days. The incident occurred the day the Evil Seed spread across the world.

When Talim was 15, a westerner brought a peculiar metallic fragment. The westerner touted the object as a "vitality charm", but Talim immediately recognized the evil within the piece of metal; it was the same malevolent energy that she felt on the day she collapsed.

"I must return the fragment to its rightful place!" Talim exclaimed.

The young priestess left on the journey, even though her elders were full of misgivings.

Soon after Talim left the village, she sensed the resonance of the same evil aura from other parts of the world. She knew that everything would soon be consumed by illness if the evil force continued to spread. Talim knew she had to find all of the fragments and seek their rightful place.

No matter how far she was from her home, Talim could feel the wind. She was not afraid—no matter how long the journey, she knew she would be fine as long as the winds were with her.

ELEMENTS OF STYLE

Talim is a character with speed and fair offensive potential. Instead of taking a head's on approach, however, Talim defends herself with a variety of evades and tumbles that keep her from being in any place for very long. If used with the chaotic and ephemeral nature of wind, she has the ability to overcome many of the stronger and better-equipped warriors who stalk the land.

Talim is not a character for people who enjoy a very solid defense. So much of Talim's defensive needs are met with evades and complex moves that it takes a fair bit of work to learn how to keep her safe.

Of course, people who want to pound their foes down with heavy damage may shy away too, for Talim's offense is more of an attrition scheme than anything else.

Instead, this unique character is intended for people who want to take a different road. Talim brings a flavor to the game that is almost entirely novel, and that has value unto itself. The tiny firebrand is a master of mind games, if played by someone with an eye for such things. A good Talim player can frustrate even the most solid and serious of foes into making foolish mistakes!

Talim's offense often takes the form of a stop-and-start skirmish. In a frontal assault, the little girl just tends to get edged out by foes with superior damage. Victory is gained by using the wide variety of mix-ups that are available in Talim's command list. Many combos can be extended considerably, guard cancelled, or turned into evades (for defense or as an edge for continued attack). Using these in a seemingly random way prevents almost all foes from using their best timing. This keeps other people from launching some of their best attack routines.

Talim is short and tough, but she has a sensitive and perceptive spirit. It's all the more frustrating for foes to meet defeat when they see placidity and comfort in the other person's eyes.

STRENGTHS

Talim has at least a dozen moves that match her need for mind games. To keep from getting caught in the open and drawn into a match of strength, Talim can use her many evades, guard cancels, and tumbles. To disrupt opponent timing, Talim can draw upon crouching attacks that are easily cancelled like Ice Wind (Ⓐ+Ⓑ+Ⓚ) and Cold Wind (Ⓑ+Ⓚ). Come out of these into low attacks for a good trip. Mixup with preempted Swift Espada (Ⓐ,Ⓐ,Ⓚ) or Salisi Breeze (Ⓐ,Ⓐ,Ⓚ) to keep sharp defenders honest, or use Blade Cyclone (↘,Ⓚ) to launch and punish.

Another stage of Talim's mind games comes with her ability to frustrate opponents. Foes who try to attack with quick, normal attacks can be met with countless vertical counter hit slaps. Attack, pause, attack, and vary the timing. This can't be done every time, but throwing such a simple trick into a routine can startle and aggravate defenders who aren't Guard Impact masters. Using Talim's low game and Ring Out threats only advances this stage of psychological warfare.

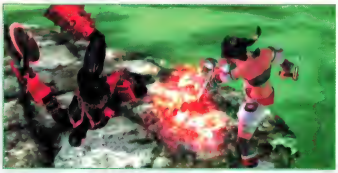
Talim can go high or low with equal power and speed. This makes Talim's low games one of the best around. She has a fair number of low attacks in her combos (Salisi Breeze, Olisi Whirlwind, or Sweeping Gale), some superb counter hit attacks (Sipa Trip knocks down foes during counter hit, Cold Wind begs foes to open up), and a few delicious launchers (Blade Cyclone isn't just good, it has remarkable speed, damage, horizontal arc, crouch defense, and Ring Out potential).

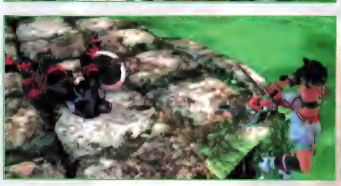
WEAKNESSES

Talim's various evade moves were previously mentioned as being an asset, but they can also be a detriment if they are used predictably or without intention. Casually using Talim's Side Steps can break the flow of the player's intended attacks! Skilled foes won't miss this as a chance to inflict damage and punishment with a fast horizontal, perhaps landing a counter hit if Talim isn't done with her own moves.

Because Talim is not geared toward fully offensive use, defensive fighters have a chance to back away and limit her options between various attack routines. This gives the defensive players a chance to control the flow of the fight to some extent, something that is often denied to players of that style. When Talim is forced to follow, her repertoire is cut by over half.

One silly weakness is Talim's tendency to almost bounce off of foes. Moves like her Sipa Rising (⇨⇨Ⓚ) kicks finish with Talim on the other side of the defender. An accidental Ring Out is a substantial threat when this isn't taken into consideration. Talim has to be fairly careful when backing foes toward the edge of a precipice (a time when the opponent should be the one sweating).





PATH TO MASTERY

Take the next step with Talim by learning how to cover ground with this tiny creature. Use speed to counter power, and the ring will soon be her playground.

Covering Ground

Because foes push Talim around easily and can retreat during her natural attack breaks, a skilled Talim player has to know how to cover ground. Safely moving in to engage Astaroth, Nightmare, and Ivy (among others) can be a good test of a Talim player.

Instead of using 8-Way Run and exposing cute little Talim to serious pain, there are many moves that get her closer to foes through speed and intimidation.

From medium range, her quick horizontals and verticals have counter hit potential and are pretty darn safe. At longer range, using Talim's Guard Breaks Ice Wind (Ⓐ+Ⓚ) and Cold Wind (Ⓚ+Ⓚ) can do this while slipping under high attacks. A distracted opponent who wants to go low can be slammed with Tumbling Razors (⇦Ⓚ+Ⓚ), though this can be punished easily if abused, so it should be reserved for special occasions.

Pooyan Thrust (⇨⇨Ⓚ) seems like a good choice for covering ground, but be a bit wary of using this with any consistency. It telegraphs its intentions all over the place. Defenders can punish this move by doing just about anything they want.

Talim Ring Out Moves and Launchers

Blade Cyclone (↘Ⓚ) is a nice Ring Out launcher that punishes Side Steps, is fairly safe to use, and just doesn't quit for people who buffer it well during a move or guard sequence. Twin Barow Lift (↙Ⓐ+Ⓚ) launches well too, keeping Talim under high attacks and opening the way for light juggling.

Talim's Throw Game

Surprisingly, Talim's throw game can put most of the big guys to shame. Beyond her normal range of decent throws (many that offer fair Ring Out potential), Talim has one of the game's best throws for damage and complexity.

Use Monsoon Season (⇩↘⇨Ⓚ+Ⓖ⇦⇨Ⓐ+Ⓑ⇩↙⇦Ⓐ+Ⓚ) to engage Talim's multi-throw. The first two sections of input must be done in tandem, putting Talim into her animation for the fast Monsoon Season instead of the normal Monsoon frames. The final portion (⇩↙⇦Ⓐ+Ⓚ) is the tricky part of the routine, and its timing takes a fair bit of practice to master, especially for use in a heated battle.

Still, this throw does 70 damage when completed, has almost no window for being broken, and it looks very cool. Monsoon Season has its place in every Talim player's game! Guard cancels lead nicely into this throw.

Fast, Fast, Fast

Talim certainly has the edge on most characters when it comes to speed, and that can be used with several combos to make up for her light damage. Salisi Breeze (ⒷⒷ) has already been mentioned as a lovely counter hit response, but this attack can be extended with a third hit (ⒷⒷⒷ) periodically to keep people guessing. This full combo is a slow move that should be used sparingly, but its final strike is a nasty low. More commonly, Salisi Razor (ⒷⒷⒷ) ends the combo with a kick that forces defenders into a crouch if they guard in time. Side Step if this happens, to avoid a While Rising response, and try a backthrow or Blade Cyclone as a counter.

In the middle of these fast series, Talim can mix things up with a Sweeping Breeze (⇩Ⓑ) for low damage, then try Rising Barow (While Crouching ↘ⒷⒷ) if the opponent Side Steps and swings high.

Wake and Pay

Harassing prone opponents is very useful for Talim's mind games and overall damage output. This fighters speed and mobility give her a chance to stay close to opponents after a launch, and leave many opportunities during their wakeup.

Talim can use Sweeping Breeze for prone targets, a Blade Cyclone for targets intending to Side Step after a Quick Recovery, and Ice Wind slams a crouched opponent and can hit prone targets (plus the move cancels into a sweep or Salisi Breeze when counter hits are desired).

Talim's Rising Game

It should be noted that Talim's While Rising moves are far better than most character's run-of-the-mill attacks. Normally, While Rising strikes are linear and fairly slow. Rising Elbow Blade (While Rising, Ⓚ) has the speed to stop and counter a wide range of opponent attacks. This comes in handy when Talim tries for a Sweeping Breeze and is blocked; instead of avoiding the impending riposte, Talim uses Rising Elbow Blade to counter hit and punish the defender. This is also a fast way to escape a forced crouch.

Left Witik (While Rising, Ⓐ) can knockdown an opponent, and the damage dealt is pretty good for a Talim move, but it lacks the lightning response of Rising Elbow Blade. Try the horizontal variant for Ring Out potential and to nail crafty types who Side Step and give up their advantage after a forced crouch attack.

Talim, the Opponent is Over There!

More than a few of Talim's attacks end with her back facing the enemy, especially if a player uses guard cancels during Talim's combos and charge attacks. Sure, Talim can turn and slap a Tuhad Strike (Back Facing Enemy ⇩ Ⓚ) at the defender (gaining a knockdown if it lands), but foes get used to this very quickly. Mix things with other turning attacks, such as Diving Wind Kick (Back Facing Enemy Ⓚ) for a substantial horizontal launch.

Beyond these, a player can hold guard to automatically turn around. This delay throws off the timing for opponents who expect Talim to automatically attack with one of her useful Back Facing Enemy moves. Guard, and look for an opening with a vertical counter hit or low sweep.

TALIM STANCES

WIND CHARMER

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↖ or ↗ or ↑ or ↓ or ↖ or ↗ Ⓐ+Ⓚ	Wind Charmer 1			Special Movement
Ⓐ+Ⓚ or Ⓑ+Ⓚ	Tagga	Throw	16	Same Button as throw (Ⓐ or Ⓑ) to escape.
Ⓐ	Blade Cyclone	M M	25, 19	
⇧ or ⇩ Ⓑ+Ⓚ	Wind Charmer 2			Shift to Back Facing Enemy.

WIND LEAP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Wind Leap			Special Movement
Ⓑ	Pasyon Thrust	H	35	

WIND SAULT

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ Ⓑ+Ⓚ	Wind Sault		13	Special Movement. Hits grounded enemies. ⇦ will shorten movement distance. ⇦ Ⓖ+Ⓚ near wall to jump off of wall and shift to Back Facing Enemy.
Ⓐ	Double Inward	L	30	
Ⓑ	Double Bartikal	M	36	
Ⓚ	Layout	H	28 (14 if hits on ground)	Shift to downed position. When shifting to downed position, will hit downed enemies. When hits, shifts to Wind Sault.
Jump over enemy ⇦ Ⓚ	Diving Wind Kick	H	38	Shift to Back Facing Enemy.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ,Ⓑ	Swift Espada	H H M M	12, 13, 10, 26	Ⓑ during first hit to cancel. Ⓐ,Ⓐ, ⇩ or ⇳ to shift to Wind Charmer 1. When Ⓐ,Ⓐ,Ⓑ runs into at wall, Ⓚ for additional attack (only hits downed enemies).
Ⓐ,Ⓑ	Elbow Wrik	H M	12, 19	
⇙,Ⓐ	Spinning Low Hiwa	L	28	
⇩,Ⓐ	Tuhod Sikor	SM	18	
↬,Ⓐ,Ⓐ	Razor Gale	H H H M	8, 8, 10, 10	↬,Ⓐ to shift to Back Facing Enemy.
⇦,Ⓐ,Ⓐ	Olisi Whirlwind	H L	22, 28	
⇦,Ⓐ,Ⓑ	Olisi Kick	H M	22, 18	Possible to hold second hit.
⇦,Ⓐ,Ⓐ	Mirror Fan Strikes	H H	22, 30	
⇨,Ⓐ,Ⓑ	Mirage Fan Strikes	H M	22, 26	
⇦,⇦,Ⓐ,Ⓐ,Ⓐ	Tornado Assault	H H M M M M	11, 10, 8, 8, 8, 8	
⇦,⇦,Ⓐ,Ⓐ,Ⓐ, ⇩,↬,⇨,Ⓑ	Tornado Assault Kamay	H H M M M M M	11, 10, 8, 8, 8, 8, 32	
⇨,⇨,Ⓐ,Ⓐ	Double Abanika	H M	23, 29	Possible to hold second hit.
Ⓑ,Ⓐ	Reverse Elbow Wrik	M H	14, 16	Ⓑ during first hit to cancel.
Ⓑ,Ⓑ,Ⓐ	Saiko Breeze	M M L	14, 16, 24	Ⓑ,Ⓑ ⇳ or ⇩ to shift to Wind Charmer 2. Ⓑ,Ⓑ,Ⓑ,Ⓐ ⇨ Ⓑ+Ⓚ to cancel third hit and shift to Wind Sault.
Ⓑ,Ⓑ,Ⓚ	Saiko Razor	M M M M	14, 16, 20, 22	Ⓑ,Ⓑ ⇨ Ⓚ to shift to Back Facing Enemy. Ⓑ,Ⓑ,Ⓚ ➡ or Ⓑ,Ⓑ ⇦ ➡ to shift to Wind Sault.
⇙,Ⓑ	Handa Blade	M	24	During enemy attack, ⇙,Ⓑ ➡ shift to Wind Sault. During enemy attack, ⇙,Ⓑ ⇦ shift to Wind Leap. During enemy attack, ⇙,Ⓑ ⇳ or ⇩, shift to Wind Charmer 2.
⇨,Ⓑ,Ⓑ	Twin Fang Sahig	M M	21, 38	Possible to delay second hit.
⇩,Ⓑ	Sutik	M	22	
↬,Ⓑ,⇨,Ⓑ	Gust Hook	M M	27, 22	Possible to hold second hit.
⇨,Ⓑ,Ⓐ	Twin Fang Wrik	M H	21, 16	During enemy attack, ⇨,Ⓑ,Ⓐ ➡ shift to Wind Sault. During enemy attack, ⇨,Ⓑ,Ⓐ ⇦ shift to Wind Leap. During enemy attack, ⇨,Ⓑ,Ⓐ ⇳ or ⇩ shift to Wind Charmer 2.

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Tuhod Sikor	SM	13	
Ⓑ	Sutik	M	22	
↬,Ⓑ,Ⓑ	Rising Barow	M M M	18, 12, 18	Possible to delay.
Ⓚ	Low Spo Sweep	L	14	
⇙,Ⓐ+Ⓑ	Twin Barow Lift	M	32	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Left Wrik	M	33	
Ⓑ	Rising Elbow Blade	M	20	
Ⓚ	Front Spo	M	25	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨,Ⓑ,Ⓑ	Twin Fang Sahig	M M	21, 38	Possible to delay second hit.
⇦,Ⓑ,Ⓑ	Air Blade Thrust	M M	26, 28	Possible to hold second hit. ⇦,Ⓑ ➡ to shift to Wind Sault. ⇦,Ⓑ ⇳ or ⇩ to shift to Wind Charmer 2.
⇦,⇦,Ⓑ	Vertical Abanika	M	38	
⇨,⇨,Ⓑ	Pasyon Thrust	H	35	
⇩,↬,⇨,Ⓑ	Blue Sky	M	35	Possible to hold.
⇩,⇙,⇦,Ⓑ	Whirlwind Hombolos	M	85	Unblockable Ⓚ to cancel.
Ⓚ	Roundhouse Spo	H	12	
⇙,Ⓚ	Low Spo Sweep	L	14	
⇩,Ⓐ,Ⓐ	Sweeping Breeze	L H	25, 16	
⇩,Ⓚ,❹	Sweeping Gale	L M	25, 22	
↬,Ⓚ	Reverse Spo	M	14	
⇦,Ⓚ	Inner Spo	M	16	
⇨,Ⓚ	Side Spo	M	24	
⇦,⇦,Ⓚ	Spo Trip	L	26	
⇨,⇨,Ⓚ	Spo Rising	M H	20, 25	
Ⓐ+Ⓑ	Ika Wind	M	58	Ⓑ to cancel. After cancel, shift to Back Facing Enemy.
⇨,Ⓐ+Ⓚ	Shearing Blades	M	43	Ⓚ to cancel.
⇨,⇨,Ⓐ+Ⓚ	Desert Gust	H M	16, 29	
↬,Ⓐ+Ⓚ	Crosswind	H H	14, 22	
⇙,Ⓐ+Ⓚ	Twin Barow Lift	M	32	
⇩,Ⓐ+Ⓚ	Rapid Force	M	28	During enemy attack, ⇩,Ⓐ+Ⓚ ➡ shift to Wind Sault. During enemy attack, ⇩,Ⓐ+Ⓚ shift to Wind Leap. During enemy attack, ⇩,Ⓐ+Ⓚ ⇳ or ⇩ shift to Wind Charmer 2.
Ⓑ+Ⓚ	Cold Wind	M	55	Ⓚ to cancel.
Ⓑ+Ⓒ,Ⓖ	Pasyon Thrust	H	39	
⇨,Ⓑ+Ⓚ	Tumbling Rozas	M M M M	10, 10, 14, 14	
⇦,Ⓐ+Ⓑ	Twin Espadas	M M	20, 24	Back Facing Enemy.

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ	Turning Espada	L	12, 15	During enemy attack, Ⓐ,Ⓐ ➡ shift to Wind Charmer 1. During enemy attack, Ⓐ,Ⓐ ⇦, shift to Wind Leap. During enemy attack, Ⓐ,Ⓐ ⇳ or ⇩, shift to Wind Charmer 2.
⇩,Ⓐ	Tuhod Strike	L	30	
Ⓑ,Ⓑ	Barow Strikes	M M	19, 23	Possible to delay second hit.
Ⓑ	Diving Wind Kick	H	36	When Back Facing Enemy ⇦ Ⓑ to show back to enemy.
Ⓐ+Ⓑ	Olisi Turn	H	42	Guard Impact properties (vs Horizontal High/Mid).
Ⓑ+Ⓚ	Barow Punch Turn	M	36	Guard Impact properties (vs Horizontal High/Mid).

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Turning Low Hiwa	L	30	
Ⓑ	Turning Sutik	M	20	
Ⓚ	Turning Spo Sweep	L	14	

THROWS

COMMAND	MOVE NAME	ATK LVL	NOTES
Ⓐ+Ⓑ	Tagga Na Kamay	50	Ⓐ to escape throw.
Ⓑ+Ⓐ	Sungabh Throw	50	Ⓑ to escape throw.
Left Throw	Tower Kick	55	Same Button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Piggy Back Tuilson	55	Same button as throw (Ⓐ or Ⓑ) to escape throw.
Back Throw	Diving Wind Kick Throw	65	Impossible to escape (except Valda and Ashanth).
⇦ ↘ ⇨ Ⓑ+Ⓐ	Moroccan	40	Ⓑ to escape throw.
⇦ ↘ ⇨ Ⓑ+Ⓐ ⇦ ⇨ Ⓐ+Ⓑ	Moroccan Seoson	40	⇩ ↗ ⇦ Ⓑ+Ⓐ(3D, 6, 8, 24) time carefully for additional throw. Possible to escape with Ⓑ.
Ⓐ+Ⓑ or Ⓑ+Ⓐ	Tagga	16	During Wind Charmer 1.

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ Ⓐ Ⓐ	Double Abanico	H M	23, 29	Possible to hold second hit.
⇨ Ⓑ	Prayan Thrust	H	35	
⇨ Ⓚ	Sliding	L	28	Sliding.
⇨ Ⓐ+Ⓑ	Desert Gust	H M	16, 29	
⇨ Ⓑ+Ⓚ	Wind Sault	SM		Shift to Wind Sault.
↗ or ↘ Ⓐ	Blade Cyclone	M M	18, 24	
↗ or ↘ Ⓑ ⇦ Ⓑ	Gust Hook	M M	27, 22	Possible to hold second hit.
↗ or ↘ Ⓚ Ⓐ	Sapa Sizeh	H M M	23, 15, 19	
↗ or ↘ Ⓐ+Ⓑ	Desert Gust	H M	29, 17	
↗ or ↘ or ⇧ or ⇩ or ↖ or ↙ Ⓑ+Ⓚ	Wind Charmer 1			Special Movement. Shift to Wind Charmer 1.
⇧ or ⇩ Ⓐ	Planchada Cyclone	H H	12, 20	⇧ Ⓐ ⇩ or ⇧ to shift to Wind Charmer 1.
⇧ or ⇩ Ⓑ	Rising Gale	M M	16, 18	⇧ Ⓑ ➡ to shift to Wind Sault. ⇧ Ⓑ ⇧ or ⇩ to shift to Wind Charmer 1.
⇧ or ⇩ Ⓚ	Sipa Windmill	H	28	
⇧ or ⇩ Ⓐ+Ⓑ	Desert Gust	H M	16, 29	
↖ or ↙ Ⓐ	Spinning Low Hiwa	L	29	
↖ or ↙ Ⓑ	Isa Harapas	M	43	When ↖ or ↙ Ⓑ ➡. Shift to Wind Sault. When ↖ or ↙ Ⓑ or ⇩, shift to Wind Charmer 1.
↖ or ↙ Ⓚ	Low Sipa Sweep	L	15	
↖ or ↙ Ⓐ+Ⓑ	Desert Gust	H M	16, 29	
⇦ Ⓐ Ⓐ Ⓐ	Tornado Assault	H H M M M M	11, 10, 8, 8, 8, 8	
⇦ Ⓐ Ⓐ Ⓐ ⇩ ↘ ⇨ Ⓐ	Tornado Assault Kamay	H H M M M M M	11, 10, 8, 8, 8, 8, 32	
⇦ Ⓑ	Vertical Abaniko	M	38	
⇦ Ⓚ	Sipa Trip	L	26	
⇦ Ⓐ+Ⓑ	Desert Gust	H M	16, 29	
⇦ Ⓑ+Ⓚ	Tumbling Razors	M M M M	10, 10, 14, 14	

JUMP DELAY

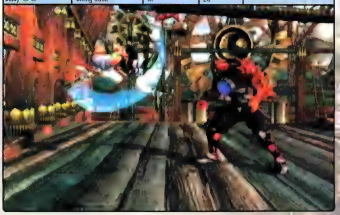
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Tuhod Slicer	L	28	
Ⓑ	Diving Sutik	M	38	
Ⓚ	Diving Low Sipa Sweep	L	24	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Jumping Witik	H	20	During enemy attack, jump Ⓐ ➡, shift to Wind Sault. During enemy attack, jump Ⓐ ⇦, shift to Wind Loop. During enemy attack, jump Ⓐ ⇧ or ⇩, shift to Wind Charmer 2.
Ⓑ	Swift Leap	M	34	When jump Ⓑ (only ↗ Ⓑ) runs into wall, Ⓑ for additional attack (only hits grounded enemies).
Ⓚ	Sipa Jump	M	22	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Tuhod Slicer	L	28	
Ⓑ	Swift Leap	M	34	
Ⓚ	Diving Low Sipa Sweep	L	24	
Delay Ⓑ Ⓑ	Diving Sutik	M	20	



VOLDO

PROFILE

WEAPON: Katars, Manas & Ayus

DISCIPLINE: Self-taught

AGE: 50

BIRTHPLACE: Kingdom of Naples

HEIGHT: 6'0"

WEIGHT: 185 lbs.

BIRTH DATE: August 25

BLOOD TYPE: A

FAMILY

Parents deceased

Master Vercci long deceased

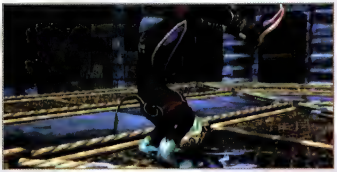
Four brothers killed through warfare

BIOGRAPHY

The Italian merchant of death named Vercci was one of many who sought Soul Edge. During the search for the weapon, Vercci lost a large portion of his wealth to war. Vercci dug a pit on a small island, where he hid the remains of his wealth.

The chasm, which later became known as the Money Pit, had a guardian named Voldo.

Even after his master's death, Voldo guarded the vault faithfully. At the same time, he sought the weapon his master desired.



One day, after Voldo chased an intruder away, he heard his long-lost master's voice. Obeying his master's orders, Voldo followed Soul Edge's aura emanating from the female intruder's sword. Eventually, he succeeded in bringing back a single-handed sword that emanated a strange aura. Yet he did not hear the voice of his deceased master.

Four years passed without hearing his master's voice.

When he defeated an intruder one day, Voldo found several metal shards that possessed the same aura as Soul Edge. Voldo finally understood why he did not hear his deceased master's voice. The sword he brought back was not Soul Edge.

Voldo set out once again. This time, he would bring Soul Edge back to his master.

ELEMENTS OF STYLE

Voldo is a blind, mute, scary freak of his environment. Nobody wants to see the undulating form of this withered, half-dead creature climbing onto the back of their character. Voldo has to be the most frightening, terrible sight in the game, and that is a hefty tribute. A fair number of players are going to shy away from him for this reason, but others flock to Voldo, eager for the psychological impact when using Voldo against their opponents.

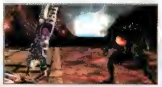
In a direct fight, Voldo has many strengths and weaknesses. Voldo can be fast or methodical, and his stances are just as varied; the animations for his moves look and feel different from each other and from other characters' abilities. It doesn't take long to pick up a wide range of decent attacks with Voldo, though the assimilation of his entire command list into a robust routine takes as long as many of the more complex characters.

By mastering distances, Voldo can act as a short and medium range fighter. His katars don't have much reach at all, but Voldo's body is supple; his inhuman arms and legs give the creature reach that belies his small weapons. With advancing attacks, Voldo covers ground like a madman, catching even Ivy or Astaroth off guard at times.

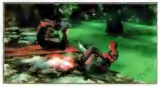
STRENGTHS

Voldo is nothing if not the master of freakiness. It isn't just Voldo's wide range of disturbing costumes, gestures, and actions; this monster has techniques that extend his mind game even farther. Voldo can close against foes while crawling on all fours or crabwalking, run away from people, or leap around the screen at will. Hissing all the while, Voldo makes it very hard to concentrate on what attack is next in a lineup.

Voldo's damage and ability to control a fight are pretty impressive as well. Many of Voldo's attacks can knock people down and batter them severely, and there are ways to minimize the risks for making these strikes. With a wide assortment of guard cancels, Voldo certainly becomes a useful character for anyone who likes to outsmart opponents instead of using pure instincts and reflexes.



It's also useful that Voldo has a well-balanced set of launch, juggle, and wakeup skills. Because all of these are effective, Voldo players can mix a wide range of attacks so that victims of a launch have no idea what to expect. Air controlling might put foes in an even worse situation if the Voldo player is one step ahead of them, and that uncertainty makes everything hectic for opponents.



WEAKNESSES

Though it isn't hard to learn Voldo's basic game, he has a weak point for players who start to learn his higher-level tricks; it takes a bit off of someone's game to start implementing all of Voldo's eccentric moves. Thus, there are times when Voldo slips in power while players adapt and integrate new skills into their routines. This isn't a huge weakness, but it bears mentioning.

If Voldo isn't used to his fullest—in regard to guard cancels, fast recoveries, and deception—he can seem like a somewhat slow character. Many of the faster characters in the game won't have too hard a time mopping the floor with him if both players try to have a slugfest. Voldo requires a sense of tactics; people who rely solely on speed and a quick response to problems won't get the most out of him.

There are so many exotic moves in Voldo's list that his players often try for attacks that aren't safe. This is hard to resist because Voldo is fun to play with a reckless air. Crawling around on the floor and leaping onto people's heads won't work too often, but trying for these attacks and hearing opponents' reactions is worth the difficulty.

PATH TO MASTERY

Because Voldo is such an interesting character to control, it takes a while before players see everything that he is capable of doing. This strategy section tries to introduce some of the easier elements of advanced Voldo play before getting into the more treacherous (and rewarding) techniques.

Key Voldo Attacks

Blade Nail (⇨ ⓟⓚ) is a two hit move that Voldo can use under a wide range of conditions. If the initial hit is ducked, the second attack hits crouching defenders. Blade Nail is one of Voldo's staple moves because it is fast enough to act as a sensible counter hit against most foes. If this attack does connect as a counter hit, continue to add pressure with a low attack, perhaps using a Caliostro Rush move called Snake Eater (During Caliostro Rush, Ⓚ+Ⓖ), or Scorpion Tail (↙ Ⓚ) to land a mid launcher.

Demon Elbow (⇨ ⇨ Ⓖ) is a fast charge into a mid attack that is intended to stop aggressive opponentsduring a wanton rush. Though difficult to use in the middle of existing combos, Demon Elbow is fast enough to get Voldo into attack range against slow, long-range characters that want to play keep away games.

Blind Drop (⇨ ⇨ Ⓚ) covers territory quickly as well, hitting mid twice and putting both Voldo and his victim on the ground on a successful hit. A simple Blind Drop Kick (During Blind Stance ⇩ Ⓚ) straightens Voldo out and slaps any victim who doesn't defend against a low attack before getting up. Roll away from the opponent for Voldo to get into a more useful position, then consider using Blind Dive (⇦Ⓚ+Ⓖ) if foes try to come forward too soon. Mix this with a more complex mid strike after training people to stay low. For example, attack with Blind Drop, then go into Mantis Crawl when Voldo rises into his Blind Stance posture (Blind Stance, ⇩Ⓚ+Ⓡ to Mantis Crawl). From there, attack with Asylum Breakout (Mantis Crawl, Ⓡ).

Scorpion Tail (↙ Ⓚ) isn't limited to use after a counter hit. Indeed, this launcher is reasonably quick for what it does, and its animation is odd enough to complicate matters for beginners and veterans alike.

Blind Blade (⇩ or ⇧ Ⓚ) is safe on block and acts as a very sensible move to deal with fast charges when Blade Nail just won't be fast enough. After connecting, Voldo is in a good position for flowing into another attack. Mix successes with fast low attacks and powerful mids.

Despair (⇩ or ⇧ Ⓡ) keeps Voldo low and also serves well to give him a huge advantage on hit, staggering foes in the process. Going under wide horizontal slashes during an opponent's charge should be paired with Despair and a fast Rat Cheeze (⇩Ⓚ+Ⓖ). Another solid rush stopper, against people who keep trying to get inside, is Mouse Cutter (↙ Ⓖ).

Juggles and Wakeup Tricks

After succeeding with a Scorpion Tail, Voldo has a number of good choices. To deal safe damage without wasting time, use a Blade Nail, then another Scorpion Tail or a Praying Mantis (Ⓚ+Ⓡ).

To sow confusion, after an opponent expects these attacks, delay a moment after a future launch and use Evil Bow (⇩Ⓚ+Ⓡ). If this hits after the opponent has landed and started to rise, the victim is plowed back onto the ground. This is a nice mixup to hurt anyone who wants to make a Quick Recovery and counterattack.

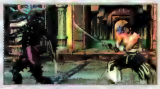
Bloody Drill (Ⓖ+Ⓡ), one of Voldo's interesting throws, has an element of abuse potential during launch games. After hitting a target with a light juggle (even a simple Ⓚ or Ⓖ), Bloody Drill has a chance to catch opponents before they have completely landed. The easiest example of this is done when an opponent is near the wall. After a Scorpion Tail, Voldo turns with a simple Ⓚ and uses Bloody Drill to catch the opponent just as they are nearing the ground. This turns into a full throw. Normal throws cannot do this, so Bloody Drill gets a nod of approval for use in these scenarios.

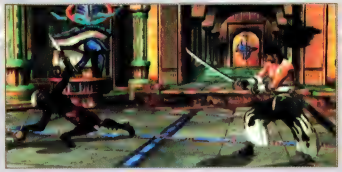
The following combo requires a successful counter hit to succeed, but the final damage tally is worth the initial setup time. From an existing crouch, use Scorpion Claw (While Rising, Ⓚ) and follow a counter hit with Mad Shredder (⇩ ⇘ ⇨ ⓟⓚⓖ).

Getting Around

Though very hard to master, an option is to input ⇩ ↙ ⇦ when Voldo first enters Blind Stance to run away from opponents. This works if quickly entered at the end of an attack that naturally sends Voldo into his Blind Stance posture. For instance, a Voldo player who tries to use Dark Shredder (Ⓖⓚⓖⓚ ⇦ to Blind Stance) sees that the attacks are being blocked; as soon as the attack series ends and Voldo turns, Voldo's player inputs ⇩ ↙ ⇦ and runs off to avoid a counterattack. There are easier moves to use this trick with, and all of these require very specific timing.

For another dose of strange just frame commands, Voldo can charge in with Mantis Crawl—the big deal is that he can do this away from his opponent. When Voldo is in Mantis Crawl, feet first, pressing ⇧ or ⇩ rolls him through a Side Stepping motion. As soon as the animation completes, entering ⇦ ⇦ causes Voldo to skitter away from his opponent.





VOLDO STANCES

BLIND STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ↙ ⇦	Blind Stance			Special Action. Shift to Blind Stance.
⇨ Ⓐ	Madness Spin	M M	12, 30	
⇨ ⇨ Ⓐ	Lunatic Wheel	M	31	Possible to hold.
⇦ Ⓐ Ⓑ	Mute Elbow Rush	H M	26, 22	First and second hits both maintain Blind Stance.
⇨ Ⓑ	Rat Straight	H	47	
⇨ ⇨ Ⓑ	Rad Stitch	M	38	
⇦ Ⓑ Ⓑ	Death Entrance	M M	20, 30	⇦ Ⓑ to maintain Blind Stance.
⇦ Ⓑ Ⓑ	Blind Elbow Rush	M M	20, 20	Maintain Blind Stance.
⇨ ⇨ ⇨ Ⓐ	Scarecrow	M	32	
⇘ Ⓚ	Rat Bite Kick	L	18	
⇩ Ⓚ	Blind Drop Kick	L	33	To down on ground.
↙ Ⓚ	Scorpion Tail	M	25	
⇦ Ⓚ	Mute Kick	H	22	Maintain Blind Stance.
Ⓐ+Ⓑ	Freak Roll	SM	27	Maintain Blind Stance. Ⓖ to cancel. When hits, additional attack added (Mid). ⇩ for an additional attack (Low) and shift to Blind Stance.
Ⓐ+Ⓑ ⇩	Broken Wheel	SM L	27, 36	
⇩ Ⓐ+Ⓚ	Reverse Evil Bow	L	40	Maintain Blind Stance.
Ⓑ+Ⓚ	Super Freak			Special Action. Evade properties. Drains health when character's health is higher than the enemy's.
⇩ or ⇧ Ⓑ+Ⓚ	Super Freak (Inner or Outer)			Special Action. ⇩ or ⇧ Ⓑ+Ⓚ to shift to Mantis Crawl (Head First).
⇦ Ⓑ+Ⓚ	Super Freak Lunge			Special Action. ⇦ Ⓞ+Ⓡ to Mantis Crawl (Head First).
⇨ Ⓑ+Ⓚ	Super Freak Retreat			Special Action.
Ⓐ+Ⓚ	Death Rose	M M	32, 30 or 35, 40	Possible to Hold.
⇩ Ⓐ+Ⓚ	Mantis Crawl (Head First)	M	20	Shift to Mantis Crawl (Head First).

MANTIS CRAWL

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↘ Ⓐ+Ⓚ	Mantis Crawl (Head First)			Special Stance. During Mantis Crawl, ⇧ or ⇩ ★ ⇨ or Ⓑ to move. During Mantis Crawl Ⓚ to down on ground.
↙ or ⇩ Ⓐ+Ⓚ	Mantis Crawl (Feet First)			Special Stance. During Mantis Crawl, ⇧ or ⇩ ★ ⇦ or Ⓑ to move. During Mantis Crawl Ⓚ to down on ground.
Ⓐ	Twisted Salute	M M	31, 55	
Ⓑ	Asylum Breakout	M L	20, 20	During Mantis Crawl (Feet First), Ⓑ to shift to Blind Stance.
(Feet First) Ⓚ	Scorpion Kick	H	34	
(Head First) Ⓚ	Blind Drop	M	25	Shift to Blind Stance.
Ⓐ+Ⓑ	Freak Roll	SM	27	Ⓖ to cancel. When attack hits, additional attack added (Mid). ⇩ to add additional attack (Low) and shift to Blind Stance.
Ⓑ+Ⓚ	Fool Ritual	M	17~26	Possible to hold. During hold, Guard Impact properties vs Downward: Vertical attacks only.
⇨ or ⇦ move toward a wall	Felling Fool	M	40	When headed towards wall feet first, back facing enemy.
⇨ ⇨	Mantis Fire Dance	L	25	No attack level when feet first.
⇨ ⇨ Ⓑ+Ⓚ	Fool Ritual Fire Dance	L M	20	First hit has no attack level when feet first.
(Head First) ⇧ or ⇩ Ⓐ	Superwyrm	L	15, 15, 15	Possible to repeat three times with additional button input. Additional inputs of Ⓐ or Ⓑ up to player. Shift to down on ground.
(Head First) ⇧ or ⇩ Ⓑ	Superwyrm	M	25, 25, 25	Possible to repeat three times with additional button input. Additional inputs of Ⓐ or Ⓑ up to player. Shift to down on ground.
(Head First) ⇩ or ⇧ Ⓚ or During Superwyrm Ⓚ	Scorpion Kick	H	25	
(Head First) Ⓑ+Ⓚ or During Superwyrm Ⓑ+Ⓚ	Gravestone Cleaver	M	25	Unblockable.
(Feet First) ⇩ or ⇧ Ⓑ Ⓑ Ⓑ	Superwyrm Escape	M M M	25	Possible to repeat three times with additional button input. Additional inputs of Ⓐ or Ⓑ up to player. Shift to down on ground.
(Feet First) ⇩ or ⇧ Ⓐ or During Superwyrm Escape Ⓐ	Twisted Salute	M M	31	
(Feet First) ⇩ or ⇧ Ⓚ or During Superwyrm Escape Ⓚ or Head First Ⓚ	Blind Drop	M	26	Shift to Blind Stance.

CALIOSTRO RUSH

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ↘ ⇨	Caliostro Rush			Special Movement. Forward Step. ↙ to move backwards. Afterwards, ↘ to move forward.
Ⓐ+Ⓐ	Kotar Slap	H M	20, 20	
Ⓐ ↘ Ⓐ	Stop Blind Claw	H M	20, 38	
Ⓐ ⇦ Ⓐ	Blind Step	H M		Shift to Blind Stance.
Ⓐ ⇦ Ⓐ+Ⓐ	Blind Step Spin	H M H	20, 21, 27	
Ⓑ+Ⓑ	Mad Shredder	M M M	43, 20, 25	Ⓑ+❶ to shift to Mantis Crawl (Feet First).
Ⓚ	Rat Slaughter Kick	L	30	Shift to down on ground.
Ⓐ+Ⓑ	Snake Ester	L	27	
Ⓑ+Ⓚ	Lunging Rat Bounce	M	22	⇩ ↘ ⇨ ❶+❷ to shift to Mantis Crawl (Feet First).

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ Ⓐ	Scissor Claw	H H	10, 18	Ⓢ during first hit to cancel.
Ⓐ Ⓑ Ⓐ	Dark Shredder	H M M	10, 15, 15	Ⓐ Ⓑ Ⓐ ⇦ to shift to Blind Stance.
Ⓐ Ⓚ	Side Claw Kick	H M	10, 14	
⇦ Ⓐ	Jolly Ripper	H	29	Shift to Blind Stance.
⇨ ⇨ Ⓐ	Elegant Claw	H	25	
↘ Ⓐ	Blind Blade	M	38	
⇩ Ⓐ Ⓐ Ⓐ	Rat Chance	L L L	14, 14, 14	
⇩ Ⓐ Ⓚ	Rat Chance Kick	L H	14, 40	
⇩ Ⓐ Ⓐ Ⓐ Ⓚ	Rat Chance Kick	L L L H M	14, 14, 14, 40	
↙ Ⓐ	Mouse Cutter	SH	14	
⇦ Ⓐ	Blind Claw	H	18	Shift to Blind Stance.
⇦ Ⓐ Ⓐ	Blind Spin	H H	18, 26	
⇦ ⇦ Ⓐ	Lunatic Doll	M	27	
Ⓑ Ⓑ	Stampede Shredder	M M	25, 20	Ⓢ during first hit to cancel.
From behind enemy, Ⓑ Ⓑ Ⓑ	Stampede Shredder	M M M	27, 22, 22	Ⓢ during first hit to cancel.
⇨ Ⓑ Ⓑ	Blade Nail	H M	24, 30	
⇨ ⇨ Ⓑ	Demon Elbow	M	50	
↘ Ⓑ Ⓑ	Guillotine Scissors	M M	26, 24	
⇩ Ⓑ	Ecstasy	M	30	⇩ Ⓑ ⇦ to shift to Blind Stance.
⇩ Ⓑ Ⓑ	Power Sleve	M M	30, 30	
↙ Ⓑ Ⓚ Ⓚ	Asylum Dance	M M H	26, 20, 34	↙ Ⓑ Ⓚ to shift to Mantis Crawl (Feet First)
⇦ Ⓑ	Kotar Splitter	M	25	⇦ ❶ to shift to Mantis Crawl (Head First).
⇦ ⇦ Ⓑ Ⓐ Ⓐ	Hell Scarecrow Spin	M M H	25, 17, 27	⇦ ⇦ Ⓑ Ⓐ Shift to Blind Stance.
⇦ ⇦ ❶	Damon Pheromone	M	55	Unblockable. Ⓢ to cancel. During hit, additional attacks appear automatically (L L L).
Ⓐ Ⓐ	Grave Digger	L L L	5, 5, 5	
Ⓚ	Mute High Kick	H	26	Ⓢ to cancel.
↙ Ⓚ	Scorpion Tail	M	25	Shift to Blind Stance. ↙ Ⓚ ⇦ to cancel shift.
⇩ Ⓚ	Rat Kick	L	16	
↘ Ⓚ	Mute Mid Kick	M	20	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ Ⓚ	Bending Kick	H	26	⇦ Ⓚ to shift to Mantis Crawl (Feet First).
⇦ ⇨ Ⓚ	Lunatic Flip	M	24	Shift to down on ground.
⇨ ⇨ Ⓚ	Blind Drop	M M	20, 23	Shift to Blind Stance.
Ⓐ+Ⓚ	Praying Mantis	M	40	
⇨ Ⓐ+Ⓑ	Kotar Gore	M	45	Shift to Blind Stance.
⇨ ⇨ Ⓐ+Ⓑ	Gate Opener	M M	25, 20	
⇨ ⇨ Ⓐ+Ⓑ Ⓚ	Gate Prier	M M	25, 29	
↘ Ⓐ+Ⓑ	Blind Dive	H	50–80	↘ ❶+Ⓔ (Max) for Unblockable. Ⓢ to cancel hold. If character hits a wall during move, additional attack added (Mid). ↙ for additional attack. (Low).
⇩ Ⓐ+Ⓑ	Evil Bow	L	36	
⇦ Ⓐ+Ⓑ	Guillotine Scissors Alternate	M	40	
⇦ ❶+❷	Running with Scissors	M M M	40, 20, 20	Number of attacks changes depending on how long button is held.
Ⓑ+Ⓚ	Super Freak			Special Action. Evade Properties. Drains health when character's health is higher than enemy's.
⇩ or ⇧ Ⓑ+Ⓚ	Super Freak (Inner or Outer)			Special Action. ⇩ or ⇧ Ⓑ+Ⓚ to shift to Mantis Crawl (Feet First).
⇨ Ⓑ+Ⓚ	Super Freak Lunge			Special Action. ⇨ ❶+❷ to shift to Mantis Crawl (Feet First).
⇦ Ⓑ+Ⓚ	Super Freak Retreat			Special Action. ⇦ ❶+❷ to shift to Caliostro Rush (Only when enemy directly in front.)
Ⓐ+Ⓚ	Death Rose	M M	25, 30 or 35, 40	Possible to hold. Ⓢ during hold to cancel.
⇨ Ⓐ+Ⓚ	Web Weaver	H	75	Unblockable. Ⓢ to cancel.
⇨ ⇨ Ⓐ+Ⓑ Ⓚ	Insanity Trap	M L M	45, 8, 41	The latter half of the first hit only lands on downed opponents.

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Scarecrow Spin	H	18	
Ⓑ	Blind Scratch	M	25	
Ⓚ	Blind Mute High Kick	H	22	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Puppet Gear	L	27	
Ⓑ	Puppet Blind Gore	M	23	
Ⓚ	Puppet Drop Kick	L	36	Shift to down on ground.

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Blind Mousse Cutter	L	10	
Ⓑ	Blind Asylum Step	M	26	
Ⓚ	Blind Drop Kick	L	33	Shift to down on ground.
↺ Ⓚ	Scorpion Tail	M	25	
↷ Ⓚ	Blind Mute Low Kick	L	18	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Frolicking Brain Shear	H	22	
Ⓑ	Frolicking Part de Bras	M	26	
Ⓚ	Side Kick	H	30	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ	Elegant Claw	H	25	
➡ or ↗ or ↘ Ⓑ	Demon Elbow	M	50	
➡ Ⓚ	Sliding	L	28	Sliding.
➡ or ↗ or ↘ Ⓐ+Ⓑ	Gate Opener	M M	25, 25	
➡ or ↗ or ↘ Ⓐ+Ⓑ Ⓚ	Gate Prier	M M	25, 29	
Any Directional Input Ⓑ+Ⓚ	Collastra Rush			Special Movement. Shift to Collastra Rush.
↗ or ↘ Ⓐ	Silent Embrace	H	32	
↗ or ↘ Ⓑ	Demon Tail	H	45	
↑ or ↓ Ⓐ	Blind Blade	M	38	
↑ or ↓ Ⓑ	Despair	M.M	20, 14	
↑ or ↓ Ⓚ	Mute Low Kick	L	24	
↑ or ↓ Ⓐ+Ⓑ	Mystery Dance			Special Action.
↙ or ↖ or ⬅ Ⓐ	Lunatic Doll	M	27	
↙ or ↖ or ⬅ Ⓐ Ⓐ Ⓐ	Hell Scarecrow	M M H	25, 16, 26	
↙ or ↖ or ⬅ ❶	Demon Pheromone	M	55	Unblockable. Ⓚ to cancel. During hit, additional attacks appear automatically (L L L).
↙ or ↖ Ⓑ	Scorpion Tail	M	25	Shift to Blind Stance. ↖ or ↙ Ⓚ ⇨ to cancel shift.
↙ or ↖ or ⬅ Ⓐ+Ⓑ	Guillotine Scissors Alternate	M	40	
↙ or ↖ or ⬅ ❶+❶	Running with Scissors	M M M	40, 20, 20	Number of attacks changes depending on how long button is held.
⬅ Ⓚ	Lunatic Flip	M	24	Shift to down on ground.

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Puppet Gear	L	28	
Ⓑ	Puppet Blind Gore	M	23	
Ⓚ	Puppet Drop Kick	L	36	Shift to down on ground.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Scorpion Claw	M	24	
Ⓑ+Ⓑ	Bat Taste	M M	30, 30	❶ to shift to Mantis Crawl (Feet First).
Ⓚ	Lunatic Spin	M	30	Shift to Blind Stance. Ⓚ ⇨ to cancel shift.

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Spinning Umbrella	50	Ⓐ to escape throw.
Ⓑ+Ⓚ	Catacomb Throw	50	Ⓑ to escape throw.
Left Throw	Fool's Inquest	60	Same Button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Bush Whacker	60	Same Button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Sadistic Cross	72	Impossible to escape throw (except Voldo and Astaroth).
Ⓐ+Ⓚ	Bloody Drill	75	Ⓐ to escape throw.
During Blind Stance Ⓑ+Ⓚ	Blind Ownership	60	Ⓑ to escape throw.
When Enemy is down, ↙ ❶	Grave Robber	18	Attack Throw. Impossible to escape throw.
During Collastra Rush Ⓐ+Ⓑ	Life Sucker	58	During Collastra Rush ❶+Ⓐ to increase jump distance. Ⓐ to escape throw.
During Collastra Rush Ⓑ+Ⓚ	Centipede Nightmare	58	During Collastra Rush ❶+Ⓑ to increase jump distance. Shift to Mantis Crawl (Feet First). Ⓑ to escape throw.

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Mouse Cutter	SM	10	
Ⓑ	Asylum Step	M	26	
↘ Ⓑ	Rat Drill	M	26	Shift to Blind Stance.
↘ Ⓐ+Ⓑ	Blind Dive	H	50–80	While Crouching ❶+❶ (Max) for Unblockable. Ⓚ to cancel hold. If character hits a wall during move, additional attack added (Wall). ↙ for additional attack (Low).
↺ or ↓ or ↘ Ⓑ+Ⓚ	Rat Bounce	M	22	While Crouching ↙ or ↓ or ↘ or ❶+❶ to shift to Mantis Crawl (Feet First).
Ⓚ	Rat Kick	L	16	
↺ ↓ ↘	Collastra Rush			Special Movement

XIANGHUA

CHAI XIANGHUA

WEAPON: Chinese Sword

DISCIPLINE: Sword play passed down from her mother

AGE: 20

BIRTHPLACE: Peking, Ming Empire

HEIGHT: 5'9"

WEIGHT: 101 lbs.

BIRTH DATE: April 2

BLOOD TYPE: B

FAMILY

Mother deceased

Father deceased, according to her mother

BIOGRAPHY

Xianghua became a member of the royal guard with her skillful swordsmanship nurtured since childhood. She was then assigned on a mission to find Soul Edge. Unfortunately, the Emperor's hand-picked search party failed to produce the "Hero's Sword."

Truthfully, Xianghua had found the sword, but she disobeyed her orders and destroyed the demonic weapon after learning its true nature. Falling into disfavor with the Emperor, Xianghua was stripped of her rank and reassigned to a menial position.

One day, news reached Xianghua that the Emperor attacked a castle that supposedly housed a member of the search party who had found the Hero's Sword, but refused to hand over the weapon to the Emperor.

Soldiers were dispatched and the castle fell, but the sword was never found. Xianghua was summoned, for they required her knowledge and experience.

Xianghua had destroyed the evil sword. Soul Edge did not exist in this world. But the investigation proved otherwise. Xianghua heard rumors of Soul Edge fragments that existed in this place.

If this proved to be the truth, she had to find every single fragment and crush them down until nothing remained!

Xianghua left on a journey, words of her mother echoing in her mind:

"Cut your path through an uncertain future...."

ELEMENTS OF STYLE

Xianghua uses speed and deception to carry her forward. An up-close fighter, she is driven to stick to her opponents and make them pay for any lapse in their defense. Unlike Talim, Xianghua can deal a nice bit of damage. Xianghua has perfect mid attacks, some decent highs, and low strikes that are powerful yet hard to apply.

Xianghua may not have the wakeup game that Cassandra or many of the others enjoy, but she can juggle with the best. This isn't only a source of damage; Xianghua is vicious and known for tossing foes out of the ring. Juggles, Ring Out threats, and her speed make it easier to frustrate defenders. With enough of these, Xianghua can train people to look for the wrong attacks and misjudge timing.

Aggressive players who despise defensive play are some of the first to select Xianghua. Her speed and ferocity in pursuing opponents are easily noted. Yet, deception can be a huge part of Xianghua's overall game, and many of the most aggressive players won't be able to include that in their routine. This creates an interesting divide between the savage Xianghua players, who use speed to overpower everyone, and the subtle Xianghua types, who bring more moves and complex styles into the fray. Neither is necessarily "better" at winning, but one of these gets far more respect from adversaries.

STRENGTHS

Most people can guess this already. Speed is still the best asset that Xianghua has. Her simple combos lash out in fewer frames than almost anyone, and she has natural mixups with most of these that make it easier to keep defenders hesitant. Xianghua can evade well, and several of her moves include natural Side Steps that are splendid for negating everyone's vertical game. The sum of this gives Xianghua the ability to force a linear game on most opponents (if her player works hard enough to ensure this).

The deceptive elements of Xianghua's style are only obvious to seasoned veterans and observers who aren't immersed in the duel. Xianghua can use a wide range of cancels and natural mixups to go low in the middle of standing attacks. The bad news is that these attacks telegraph themselves horribly; defenders with Xianghua experience won't fall for the same trick forever, and soon they should learn to duck before she stabs them through their boots. Having an opponent expect the final attack can be a strength too, however, because Xianghua is never forced to complete these mixups. A patient player can threaten lows safely and turn to mid combos and launchers instead (which are her bread and butter anyway).

WEAKNESSES

Xianghua doesn't have the sheer mobility of Taki or Talim, and that makes her life more difficult. Like all short-range characters, Xianghua has to ride defenders for every moment of the fight. If Ivy, Astaroth, Nightmare and such are able to back away safely, things won't end well for lovely, young Xianghua. This is a considerable weakness because every player who is worth fighting understands these needs. Mid and long-range opponents will constantly find ways to retreat, block and counter, and generally make closing for more dangerous than it could be. Unlike a number of fighting games, range matters in *SOULCALIBUR II*. If a Xianghua player can't close, the battle is lost.

It is a strange weakness, but Xianghua seems to bring the worst out of her foes. Yoshimitsu gets no respect, but it's Xianghua who receives no love. Perhaps because of her speed and pure frustration potential, some players complain and even get a bit emotional over losing to Xianghua. It's a curious thing, since Xianghua is not one of the easiest characters to use at high levels. Another explanation could be the sheer number of Xianghua players who are out there; arcade players and console types who get around just get sick of seeing mediocre Xianghua players use the same six moves over and over again. Bringing a skilled and versatile Xianghua to a party should do much to relieve this tension.

PATH TO MASTERY

Xianghua is the classic model of a character who is quick to pick up and hard to master. Using a greater variety of moves, techniques, and general style makes her more fun to use; it also makes the battles more interesting for foes.

Natural Combos

Beautiful Rhythm (Ⓐ+Ⓑ) has the speed of demons and is a mainstay for interrupting and pressuring defenders. Often, the final blow of the combo is best left unused; this encourages the target to grow bold and try counterattacks more often. If foes try to block and counter, stop the final Ⓑ at the end of the combo. If people instead try to block and Side Step at the end, try for a low sweep.

Spinning Lian Hua (⇩ or ⇧Ⓐ) is good for dodging verticles and countering with two mid attacks. This attack has a decent spot of coverage, making it useful even if foes try to continue their own Side Steps during its execution. After the blows, use While Rising, Ⓐ+Ⓑ for a fast extender. This avoids a lag in Xianghua's attacks.

Advancing Rhythm (⇨ Ⓑ Ⓐ) can be a great move to mess with people's minds. So many Xianghua players harp on Deadly Rhythm (⇨ Ⓑ Ⓚ) for its seemingly easy low attack. Defenders are already trained to expect the unexpected. That is why Advancing Rhythm is so nice; it does what it looks like it will do. If the defender crouches to defend, he or she takes a mid shot and eats all the damage. A few times with this should make opponents reconsider when they see the ⇨ Ⓑ setup; then it is time to launch Deadly Rhythm.

Quake Step (⇩ Ⓚ+Ⓚ) is pretty fast for a charging attack. The real gem of this move is its efficient guard cancel! Intimidate or lure foes with a false Quake Step, then use a fast horizontal move, like Beautiful Rhythm, to stop foes cold. This works to throw off Guard Impact timing and throw defenses as well.

Defensive Counters

Great Wall (⇨ ⇨ Ⓐ+Ⓑ) has a natural Side Step that gives this mid attack a pleasant edge. Though few foes try to charge Xianghua, other fast characters often have reason to. This is a fine choice for a response maneuver.

Vengeful Lian Hua (⇦ ⇦ Ⓚ) is a common sight in any defensive grouping. This retreat and lunge won't fool people for long, but it doesn't need to. Against the more experienced, this attack is meant to dodge back (avoiding short or some mid-range strikes by the aggressor) and return for dealing some punishment. Even applied frequently, this move won't be countered if it isn't attempted frivolously. Be wary so clever opponents can't use guard cancels to lure Xianghua into this.

Mei Hua Circle (⇩ or ⇧Ⓚ) is an ideal throw counter. Instead of crouching, use this aerial strike to avoid the throw itself and slam the aggressor with a mid kick.

Using the first part of Advancing Rhythm (⇨ Ⓑ) to juggle pays for itself many times over. This fast move can be timed to hit airborne victims again and again, staying close to them because of the attack's forward movements. This is the gem of the Ring Out world, and small arenas can be crossed with ease by liberal application of these taps. Victims have a bit of air control, but the limited tracking capabilities of Advancing Rhythm make it hard for people to avoid the damage.

Get the Most From Low Attacks

Xianghua has mid combos and launchers that come from any angle, but foes need to be trained for these nifty attacks to succeed.

Mia Hua Divide (While Crouching, Ⓐ+Ⓑ Ⓚ) hits low then high, making it one of the better moves when Xianghua is staying in a crouch. This attack is quite easy to use because it can also be engaged while rising.

Yann Divide (⇩ Ⓐ+Ⓚ) could hardly be better; it does impressive damage, is fast, and knocks down defenders who can't protect their legs in time. Follow a successful knockdown with Mia Hua Divide to keep pressure high and discourage fast and hesitant risers alike!

Circle Breaker (↙ or ↖Ⓚ) is a low kick that can be used while running. Because so few of Xianghua's moves do anything low during movement, this is a very important attack to learn. For a simple shot to continue low pressure, use Angry Shui Shian (↘Ⓐ).

No list would be complete without mentioning Guei (While Grounded Ⓐ+Ⓚ). Xianghua doesn't like being tossed around by her foes, so she throws a temper-tantrum and smacks people's feet if they are standing close enough. Or, for a strange combo indeed, collapse to the ground with Reverse Shui Shian (↙Ⓐ+Ⓟ) and lead right into Guei.

Close and Stick

Striking Lian Hua (⇨ ⇨Ⓐ) advances and slices in a wide arc to nail Side Stepping targets at medium range. Xianghua uses enough speed with this to catch people off guard fairly often.

The Woan Shyong Combo (⇦ ⇨Ⓚ Ⓚ) is quite intricate, but Xianghua can use this to close without nearly as much predictability. The vertical attack at the end of the combo can be guard cancelled; this is wise if the defender is preparing a standing defense and counter. Cancel and use a throw or low attack for a proper mixup. Holding ↑ or ↓ at the end of the attack cancels it, putting Xianghua into an automatic Guard Impact state against high attacks. With so many options, the only problem with the Woan Shyong Combo rests in guessing the opponent's reaction to it.

XIANGHUA STANCES

HOU LEE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓐ	Hou Lee			Special Movement. Ⓐ+Ⓟ to increase number of spins/distance.
First Spin of Hou Lee, Ⓚ	Lower Great Wall	M	48	
Second Spin of Hou Lee, Ⓚ	Lower Great Wall Punishment	M	60	

Hou Lee (Ⓐ+Ⓚ) is a crouching advance that can be held for two full rotations. Lower Great Wall (Ⓚ) can be used after the first rotation for a spot of damage, and Lower Great Wall Punishment (Ⓚ) is what happens if Xianghua attacks after the second rotation. These are perfect crouch moves, move quickly, and smack people to the ground. Use these to counter hit against high attacks. Otherwise, use Hou Lee itself to advance deceptively, but considering rising for a throw at the end (to seize standing defenders).

BEA HER HUA

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Bea Her Hua			Special Movement. Guard Impact properties (vs High/Mid) attacks.
Ⓐ	Swallow Blade	H	25	
Ⓚ	Rhythm Blade	H	37	

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓑ	Beautiful Rhythm	H H M	12, 15, 20	Ⓒ during first hit to cancel. Ⓐ+Ⓑ ⇩ or ⇧ (delay possible) to shift to Bao Her Hua.
⇦Ⓑ	Lian Hua Twist Left	M	34	
⇨Ⓑ	Feng Yun Fient	M M L	15, 18, 28,	Ⓐ+Ⓒ ⇧ or ⇩ Ⓑ to attack while Side Stepping.
⇩⇨Ⓒ	Double Feng Yun	M M M	15, 18, 25	
Ⓐ+Ⓑ ⇦Ⓑ+Ⓒ	Feba Tzao Lan Hua Rhythm	H H M M M	12, 15, 16, 25	Ⓒ during fourth hit to cancel.
Ⓐ+Ⓑ ⇦Ⓑ+Ⓒ	Feba Tzao Lan Hua Rhythm	H H M M H	12, 15, 15, 16, 37	
⇨Ⓐ	Cross Lian Hua	H	23	
⇘Ⓐ+Ⓒ	Angry Shui Shian	L H	30, 22	Ⓒ during second hit to cancel.
⇩Ⓐ	Rhythm Half	SM	13	
⇦Ⓐ	Storming Lian Hua	M	26	
⇙Ⓐ	Chai Hua	L	24	
⇨+Ⓐ	Striking Lian Hua	H	30	
⇦+Ⓐ	Lan Hua Slice	M	26	
⇦+Ⓐ	Lan Hua	M H	26, 22	
Ⓑ	Elegant Rhythm	M M	16, 20	Ⓒ during first hit to cancel.
Ⓑ+Ⓐ	Sweet Harmony	M M	32, 20	First part has Guard Impact properties vs. Horizontal high attacks. Possible to delay second hit.
Ⓑ+Ⓒ	False Mirror	M M M	17, 13, 28	
Ⓑ+Ⓒ	False Mirror Fient	M M L	17, 13, 38	
⇨Ⓑ+Ⓐ	Advancing Rhythm	H M	20, 20	Possible to delay second hit.
⇨Ⓑ+Ⓑ	Deadly Rhythm	H L	20, 27	Possible to delay second hit.
⇘Ⓑ	Lian Hua Upper	M	25	
⇩Ⓑ	Rhythm Break	M	18	
⇦Ⓑ+Ⓑ	Tzao Lan Hua	M M M	16, 16, 25	
⇦Ⓑ+Ⓐ	Tzao Lan Hua Dance	M M H	16, 16, 25	Ⓒ during second hit to cancel.
⇦Ⓑ+Ⓑ	Tzao Lan Hua Feint	M M H	16, 16, 37	Ⓒ during second hit to cancel.
⇨+Ⓑ+Ⓑ	Playful Rhythm	M M	25, 35	
⇨+Ⓑ ⇦ or ⇨+Ⓑ+Ⓒ ⇦	Playful Rhythm– Laughing Bao Her Hua	M M	25, 35	Special movement. Guard Impact properties (vs. Vertical High/Mid).
⇦+Ⓑ	Vengeful Lian Hua	M	40	
⇦ ⇦+Ⓑ ⇦	Vengeful Lian Hua– Laughing Bao Her Hua	M	40	Special Movement. Guard Impact properties (vs. Vertical High/Mid) attacks.
⇙Ⓐ+Ⓑ	Shan Ji	M L	25, 25	Possible to delay second hit. Ⓒ during second hit to cancel.
⇙Ⓐ (Max Delay)+Ⓑ	Shan Ji Illusion	M M	25, 38	Ⓒ during second hit to cancel.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓐ	Muu Jiann Rhythm	M M	18, 16	
Ⓑ	Shiang Ryh Kwei	M M	28, 13	
Ⓑ+Ⓒ	Shiang Gyh Kwei Feint	L	28	Ⓒ to cancel.
Ⓒ	Rising Shui Shian	M	24	Ⓐ for additional attack (Mid) (limited to when near walls).
Ⓐ+Ⓑ+Ⓐ	Mei Hua Dance	L H H	17, 15, 25	
Ⓐ+Ⓑ+Ⓑ	Mei Hua Divide	L H H	17, 15, 27	
Ⓐ+Ⓑ ⇩+Ⓑ	Mei Hua Curve	L H L	17, 15, 25	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓚ	Yuan Kick	H	12	Ⓒ to cancel.
Ⓚ+Ⓑ or Ⓚ+Ⓑ ⇧ Ⓑ	Mei Hua Circle	M M	25, 30	When on 2P side Ⓚ+Ⓑ ⇩ Ⓑ
⇨Ⓚ	Heh Kick	M	26	
⇘Ⓚ	Sheau Shan Kick	M	17	
⇩Ⓚ	Woan Shyang Nibble	L	12	
⇦Ⓚ	Shan Kick	H	18	
⇙Ⓚ	Circle Breaker	L	20	
⇙+Ⓚ	Circle Breaker Feint Divide	M M M L	27, 15, 18, 28	⇙+Ⓚ Ⓐ+Ⓑ ⇧ or ⇩ Ⓑ to attack while Side Stepping.
⇙+Ⓚ Ⓐ+Ⓑ	Circle Breaker Feint Double Feng Yun	M M M M	27, 15, 18, 25	
⇨+Ⓚ Ⓑ	Woan Shyang Combo	M M	24, 49, 24, 45	Ⓒ during second hit to cancel. ⇨+Ⓚ Ⓑ ⇩ or ⇧ to shift to Bao Her Hua.
⇦+Ⓚ	Ta	M	32	
Ⓐ+Ⓑ	Muu Jiann	M M	20, 35–40	Possible to hold.
⇦+Ⓐ+Ⓑ	Muu Jian Advance	M M	19, 19	
⇨+Ⓐ+Ⓑ	Great Wall	M	45	
⇘Ⓐ+Ⓑ	Lian Hua Cannon	M	38	
⇩Ⓐ+Ⓑ	Yane Divide	L	25	
⇙Ⓐ+Ⓑ	Reverse Shui Shian	M	24	⇙Ⓐ+Ⓑ to cancel into the down on ground position.
⇦Ⓐ+Ⓑ	Muu Jiann Retreat	M M	27, 35	Guard Impact properties (vs. Horizontal High/Mid).
⇦ ⇦Ⓐ+Ⓑ	Mu Chueh	L	30	
While Down, Ⓐ+Ⓑ	Guai	L	12	
Ⓑ+Ⓒ	Twin Mei Hua	M M	23, 34	
⇨Ⓑ+Ⓒ	Waterfall	M	45	Ⓒ to cancel. ⇨Ⓑ+Ⓒ ⇧ or ⇩ to shift to Bao Her Hua.
⇨ ⇨Ⓑ+Ⓒ	Advancing Bao Her Hua			Special Movement. Guard Impact properties (vs. Horizontal High).
⇘Ⓑ+Ⓒ	Lower Great Wall	M	40	
⇩Ⓑ+Ⓒ	Quake Step	M	43	Ⓒ to cancel.
⇙Ⓑ+Ⓒ	Hwo Dye	M	28	
⇦Ⓑ+Ⓒ	Muu Ling	M	65	Unblockable. Ⓒ to cancel.
⇦ ⇦Ⓑ+Ⓒ	Retreating Bao Her Hua			Special Movement. Guard Impact properties (vs. Vertical High/Mid).
⇩Ⓐ+Ⓚ	Lian Hua Kicks	L M M	35, 20	
⇩Ⓐ+Ⓚ ⇩Ⓚ	Lian Hua Sweeps	L L	35, 30	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Chai Hua Slice	SM	13	
Ⓑ	Rhythm Break	M	18	
Ⓑ+Ⓐ	Shiang Gyh Kwei Feint	L	28	Ⓒ to cancel.
⇘Ⓑ	Mei Goei Hua	M	37	
⇘ Ⓑ Ⓑ	Mei Goei Hua Feint	L	38	
Ⓚ	Woan Shyang Nibble	L	12	
Ⓐ+Ⓑ Ⓐ	Mei Hua Dance	L H H	17, 15, 25	
Ⓐ+Ⓑ Ⓑ	Mei Hua Divide	L H H	17, 15, 37	
Ⓐ+Ⓑ ⇩ Ⓑ	Mei Hua Curve	L H L	17, 15, 25	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ	Stinking Lion Hun	H	30	
➡ Ⓑ Ⓑ	Playful Rhythm	M M	25, 35	
➡ Ⓑ ⇦ or ➡ Ⓑ Ⓑ ⇦	Playful Rhythm-Laughing Bee Her Huo			Special Movement. Guard Impact properties (vs. Vertical High/Mid).
➡ Ⓒ	Sliding	L	28	Sliding.
➡ Ⓐ+Ⓑ	Great Wall	M	45	
➡ Ⓑ+Ⓒ	Advancing Bee Her Huo			Special Movement. Guard Impact properties (vs. Horizontal High).
➡ Ⓐ+Ⓒ	Hou Lee			Special Movement. Shift to Hou Lee.
⬋ or ↘ Ⓐ	Lii	M	35	
⬋ or ↘ Ⓑ	Son Joan	M M M	26, 20, 20	Ⓑ to cancel.
⬋ or ↘ Ⓐ Ⓐ	Swallow's Blade	H H	20, 25	
⬋ or ↘ Ⓒ Ⓐ Ⓑ+Ⓒ	Swallow's Blade-Bee Her Huo	H H	20, 25	Special Movement. Guard Impact properties (vs. High/Mid).
⬋ or ↘ Ⓐ+Ⓑ	Mo Chueh	H	30	
⬋ or ↘ Ⓑ+Ⓒ	Bee Her Huo			Special Movement. Shift to Bee Her Huo.
⇧ or ⇳ Ⓐ+Ⓒ	Hou Lee			Special Movement. Shift to Hou Lee.
⇑ or ⇞ Ⓐ	Spinning Lion Huo	M M	18, 18	
⇑ or ⇞ Ⓑ	Playful Slice	M	30	
⇑ Ⓒ Ⓑ or ⇑ Ⓒ Ⓑ	Mei Hua Circle	M M	25, 30	2P side ⇑ or ⇞ Ⓒ ⇳ Ⓑ.
⇑ or ⇞ Ⓐ+Ⓑ	Mo Chueh	H	30	
⇑ or ⇞ Ⓑ+Ⓒ	Bee Her Huo			Special Movement. Shift to Bee Her Huo.
⇑ or ⇞ Ⓐ+Ⓒ	Hou Lee			Special Movement. Shift to Hou Lee.
⇓ Ⓒ Ⓑ or ⇓ Ⓒ ⇳ Ⓑ	Mei Hua Circle	M M	25, 30	2P side ⇑ or ⇞ Ⓒ ⇳ Ⓑ.
↘ or ➡ Ⓐ	Ing Hua	H	36	
↘ or ➡ Ⓑ	Vengeful Lion Huo	M	40	
↘ or ➡ Ⓑ ⇦	Vengeful Lion Huo-Laughing Bee Her Hua	M	40	Special Movement. Guard Impact properties (vs. Vertical High/Mid).
↘ or ➡ Ⓒ	Circle Breaker	L	20	
↘ or ➡ Ⓐ Ⓐ Ⓑ	Circle Breaker Feint Divide	M M M L	27, 15, 18, 28	↘ or ➡ Ⓐ Ⓐ Ⓑ ⇳ or ⇧ Ⓑ to attack while Side Stepping.
↘ or ➡ Ⓐ Ⓐ Ⓒ	Circle Breaker Feint Double Feng Yun	M M M M	27, 15, 18, 25	
↘ or ➡ Ⓐ+Ⓑ	Mo Chueh	H	24	
↘ or ➡ Ⓑ+Ⓒ	Bee Her Huo			Special Movement. Shift to Bee Her Huo.
↘ or ➡ Ⓐ+Ⓒ	Hou Lee			Special Movement. Shift to Hou Lee.
⬅ Ⓐ	Lan Hua Slice	M	26	
⬅ Ⓐ	Lan Hua	M H	26, 22	
⬅ Ⓑ	Vengeful Lion Huo	M	40	
⬅ Ⓑ ⇦	Vengeful Lion Huo-Laughing Bee Her Hua			Special Movement. Guard Impact properties (vs Vertical High/Mid).
⬅ Ⓒ	Tu	M	32	
⬅ Ⓐ+Ⓑ	Mo Chueh	H	30	
⬅ Ⓑ+Ⓒ	Retreating Bee Her Huo			Special Movement. Guard Impact properties (vs. Vertical High/Mid).
⬅ Ⓐ+Ⓒ	Hou Lee			Special Movement. Shift to Hou Lee.

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Lower Jiann Slice	L	15	
Ⓑ	Flying Shiang Ryh Kwei	M M	28, 18	
Ⓒ	Rolling Woon Shyong Nibble	L	24	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Sparrow Spin Blade	H	31	
Ⓑ	Sparrow Flutter Blade	M	26	
Ⓒ Ⓑ	Mei Hua Circle	M M	25, 28	
Ⓒ ⇳ Ⓑ			25, 22	2P side jump Ⓒ ⇳ Ⓑ
Near wall, ⇖ ✪	Great Wall Step	M	30	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Lower Jiann Slice	L	15	
Ⓑ	Flying Shiang Ryh Kwei	M M	24	
Ⓒ	Rolling Woon Shyong Nibble	L	28	

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓒ	Yuen Chuan Shour	55	Ⓐ to escape throw.
Ⓑ+Ⓒ	Long Ling Shiang	55	Ⓑ to escape throw.
Left Throw	Tien E-Shiang	62	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Ting Dyn Yann	62	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Yuh Luen Shour	65	Impossible to escape (except Voldo and Astaroth)
⇳ ⇙ ⇦ Ⓑ+Ⓒ	Wind Chime	38	Ⓑ to escape throw.

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Spinning Rhythm Hair	L	14	
Ⓑ	Spinning Rhythm Break	M	23	
Ⓒ	Spinning Woon Shyong Nibble	L	13	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Spinning Jiann Slice	H	22	
Ⓑ	Spinning Hua Bann	M	30	
Ⓒ	Spinning Yuen Kick	M	20	

YUNSUNG

HONG YUNSUNG

WEAPON: Chinese Sword, White Storm

DISCIPLINE: Seung Style Long Sword with Natural Footwork

AGE: 18

BIRTHPLACE: Odi-san, Lee Dynasty Korea

HEIGHT: 5'9"

WEIGHT: 150 lbs.

BIRTH DATE: April 16

BLOOD TYPE: O

FAMILY

Father died from illness

Mother whereabouts unknown

His Master is Seung Han Myung

BIOGRAPHY

Yunsung was well-known in the dojo for his swordsmanship, even by his seniors. Hwang Sung Kyung, whom Yunsung had idolized as a child, was no longer his hero, but a goal to surpass. Yunsung wished to challenge Hwang to a duel.

One day, news reached the Seung Dojo that Hwang was returning from his long journey. Yunsung saw his opportunity to force Hwang to acknowledge his fighting skills. He may even prove to be actually stronger than Hwang!

Hwang, however, did not take Yunsung's challenge, for he had other priorities such as rejoining the military to help defend his country from the impending invasion by Japan.

Seung Mina, the master's daughter, saw the brooding young man and handed him a single-handed sword. The weapon she handed to Yunsung was a Seung family heirloom. According to legend, it possessed the ability to reflect the deepest thoughts of those who held the blade.

That night, Yunsung studied the image of himself in the sword and reflected. He eventually understood the foolishness of challenging someone for personal reasons when the country was in such peril. But what could Yunsung do to make Hwang acknowledge him? He then realized that if he could obtain the Sword of Salvation that Hwang had failed to find, Hwang would be forced to recognize Yunsung's talents and respect him. A challenge against Hwang would have to wait.

Once Yunsung made his decision, he could not stay put for long. He immediately packed his belongings and left the dojo.

ELEMENTS OF STYLE

Yunsung is a very hard character to master. Because of his somewhat slow attacks, there are many characters that have an edge over the young warrior. Though Yunsung has interesting stances and some exquisite-looking moves, it takes sincere dedication to make him succeed, especially against characters who are good against medium-range targets (e.g. Nightmare, Xianghua).

As with many of the slower characters, deception plays a huge part in Yunsung's chance for victory. Using his moves without pretense or variety leads to some of the worst block and punish routines in the game. Unless Yunsung stays perfectly at medium range, almost all of his nifty moves end with a dangerous disadvantage on block.

But, there are people who are happy with Yunsung, despite his handicap. First, Yunsung has moves that are fun to pull off; there are many visual and visceral rewards for playing him. Yunsung doesn't have to be played in a boring or simple manner, so players get to enjoy a sense of freedom while using him. Yunsung is a great secondary character because of this—he gives players a chance to learn new skills and enjoy a fun character. Play Yunsung for a good time.

STRENGTHS

At medium range, Yunsung can hit any location and deal fair damage. High, mid, and low attacks are all available in Yunsung's repertoire with variety in their timing and coverage. If opponents allow him to stay at medium range match after match, it is quite possible for him to win consistently.

Yunsung is visually confusing to track. Players with a good feel for deception can use that to its fullest and gain a useful advantage. With guard cancels and natural mixups, Yunsung has many tricks up his sleeves. Most of his basic combos can be stopped during the move and turned into a Side Step or stance change; these are very powerful if the opponent is kept from realizing the underlying strategy for these mixups.

The perception of Yunsung as a weak character is widespread enough that people underestimate him far too often. A good Yunsung player can wipe the floor with anyone who hasn't trained hard enough with their own character. Beyond that, Yunsung players who win get a hefty measure of respect. No one in their right mind is going to whine or moan about cheese tactics if they just got slammed by Yunsung.

WEAKNESSES

Yunsung is slow and doesn't have a way to do much about it. Though his counter hit game at medium range is admirable, people who take the time to learn what not to do against him shore this up too quickly. Instead, opponents either retreat and guard or advance and poke. Both options are agonizing because of Yunsung's disadvantage off of his normal attacks and stance shifts.

A hefty portion of Yunsung's best abilities are tucked away in his stances. This is rough on players because it takes considerable time to make the transition into Crane and Land Walk. Even slow opponents have a real chance to slap Yunsung every time he tries to shift into these stances. That makes it hard to apply many of the most rewarding moves in his list. To work these in, Yunsung has to successfully use even more mind games.

Because Yunsung has so much strength in his vertical attacks and kicks, Side Stepping opponents are harder to keep in check. For them, Yunsung has to spend quite a bit of energy limiting their ability to Side Step and enter 8-Way Run. Short-range characters have a very easy time approaching with these limitations, restricting Yunsung's command list in doing so.

PATH TO MASTERY

Yunsung may never be a common sight at high level tournaments, but neither will he fade from use. The interest people show in his moves and style prove that it has earned its place in the series. The following techniques give Yunsung players a leg up in holding their own against some of the tougher opponents.

Medium Range Glory

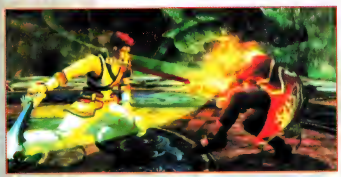
With the right distance, Yunsung can be deadly; there are at least a dozen good moves to back this up, and most of them are versatile.

To help against the nasty evasive movement games that people play, use Burning Ember (⇨ ⇨ Ⓐ) for a Step In and swipe, Twisting Coils (⇩ Ⓡ) if the target is coming in with a high horizontal at the same time, and Jolting Blade (⇦ ⇦ Ⓐ) if foes are lunging and may fall just short of a hit.

For some of Yunsung's faster attacks, try to mix many of the following: Viper Lunge (Ⓡ ⇨) runs high to pay for its speed and range, Tiger Maul (⇨ Ⓡ Ⓡ) is predictable but fast enough to succeed, and Vengeful Thrust (⇦ ⇦ Ⓡ) is superb as a retreat and return thrust.

The various strengths of Circular Heaven (⇨ ⇨ Ⓡ) are muddied by its frequent misuse! When abused, Circular Heaven can be Side Stepped and returned with prejudice. These kicks aren't meant to come out of the blue without any lead. Foes must be trained by a series of low attacks before these kicks stand a chance. Once it is time for Circular Heaven, vary the number of kicks and final attack of the natural combo to keep the victim from responding effectively. End with a horizontal against fast evading defenders, or a Side Step and kick if a fast counter hit is threatened with Double Circular Heaven Fangs (⇨ ⇨ Ⓡ ⇩ or ⇧ Ⓡ Ⓡ).

Some final attacks with nice properties are: Tiger Cannon Kick (⇦ ⇦ Ⓡ) for its power to push and Ring Out targets, Sweeping Wave (⇩ Ⓐ+Ⓡ) for a deceptive attack that hits special mid then low, Crushing Heel (⇩ Ⓐ+Ⓡ) to stop a fast charge, Warrior Divide (↙ Ⓡ Ⓡ ⇦ Ⓐ+Ⓡ) for a low-to-mid series with decent power.



Low Strikes With Extra Class

Yunsung has a number of fun low attacks to prepare his mid strikes. Many of these are hidden in combos or 8-Way Run attacks, but an occasional Piercing Thrust (↙ Ⓡ) shows how much range Yunsung can get even out of his simple lows. Warrior Step (↙ Ⓡ Ⓡ Ⓡ) is another reasonably rapid attack that can be used against linear targets.

Out of 8-Way Run, Yunsung has Wild Slash (↙ or ↖ Ⓐ) which is slow, but it nails defensive players all the time because of its deceptive telegraph. Against aggressive foes, Leg Sweep (↙ or ↖ Ⓡ) is a more effective move. Because Yunsung's retreating 8-Way Run moves almost entirely strike low or mid, it's better to buffer the commands for Wild Slash and Leg Sweep while guarding. Doing this prevents perceptive opponents from seeing the telltale Side Stepping retreat that heralds these lows.

YUNSUNG STANCES

CRANE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
	Crane			Special Stance.
Ⓐ	Circling Wing	H	38	Ⓐ to maintain stance.
Ⓑ	Wings of Flight	M	28	
Ⓚ	Talon Kick	M	25 (25, 7, 28 when Attack Throw.)	During Hit, Ⓚ for Attack Throw.
⇧Ⓐ	Upper Bite	H	28	
⇧Ⓑ	Lunging Claws	M	43	
⇩ⒷⒷ	Wagging Tail	M	23	Special Movement.
⇩ⒷⒷ⇨	Crane Shredder	L H	18, 25	⇩ⒷⒷ⇨ to maintain stance.
⇩ⒷⒶ	Crane Rage	L H	18, 42	⇩ⒷⒶ⇦ to shift to Land Walk.
⇩ⒷⒷ	Crane Talon	H	35	
Ⓐ+Ⓑ	Stone Cleaver	M	42	Guard Impact properties (vs. H/M).
⇦⇨Ⓑ	Wagging Tail	M	24	Special Movement.

During the Crane stance, the player can neither block nor move. Once entered, there is only a short window for Yunsung to make his attack before returning to a neutral stance. Use Circling Wing (During Crane ⒷⒷ) to ward off attacks and extend the duration of Crane. For more decisive strikes, use Wings of Flight (During Crane Ⓑ) to score a brief launch, Crane Rage (During Crane ⇩ⒷⒶ) to hit low then high, or Stone Cleaver (During Crane Ⓐ+Ⓑ) which has Guard Impact properties against mid and high attacks.

Yunsung

There are many known blocks to the Crane stance, but that shouldn't keep people from using it. Instead, Crane must be applied with careful timing and guile instead of being used and abused. The best attributes of Crane are in its hit locations and ability to slip into a forward crouching dash if need be. Crane is entered by manipulating existing moves; there is no innate command to go directly into Crane. Two of the most basic entry attacks are Shredding Fangs–Crane (Ⓚ⇨) and Shattered Wall–Crane (⇦⇨Ⓑ⇨).

CRANE SWOOP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
During Crane, ⇨⇨ or During Land Walk ⇨⇨	Crane Swoop			Special Movement. Shift to Crane Swoop.
ⒶⒷ	Rage Fire Blade	H M	18, 42	
Ⓑ	Rising Crane	M	38	
Ⓚ	Rising Phoenix Kick	M	24	

At longer range, Crane can be used to advance by shifting into Crane Swoop (During Crane ⇨⇨). Crane Swoop doesn't have much fast-hitting power, because it is so easily stopped, and foes should know that all of Crane Swoop's attacks hit mid or high, consolidating their defensive needs. Essentially, Crane Swoop can't be abused in any way. However, foes that attack Yunsung during Crane with high horizontals (perhaps because they are Side Stepping already) can be beaten with Crane Swoop. Staying low, Yunsung slips under high attacks during Crane Swoop, coming up at the end for Rage Fire Blade (During Crane Swoop ⒶⒷ) or Rising Phoenix Kick (During Crane Swoop Ⓚ).

LAND WALK

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩⇙⇦	Land Walk			Special Movement. Shift to Land Walk.
⇩⇙⇦Ⓐ	Diving Viper	H	28	
⇩⇙⇦Ⓑ	Silent Arc	M	32	
⇩⇙⇦ⒷⒷⒷ	Lightning Kicks	L H H	14, 14, 14	Possible to delay third hit.
⇩⇙⇦Ⓑ+Ⓚ	Coiling Viper Thrust	M	61	Ⓔ to cancel. ⇩⇙⇦Ⓔ+Ⓚ⇨ to shorten movement.

Land Walk (⇩⇙⇦) is the other stance that leads into Crane Swoop. Unlike Crane, this stance can be used directly or through an existing combo. Though Land Walk is a retreating stance, Yunsung has a frightening moment at the beginning of the shift without defense. Practiced foes should make Yunsung pay a dear price if he tries to use Land Walk without first gaining an advantage. Shift into Land Walk after hitting with the first strike of Lashing Tiger–Land Walk (⇨Ⓐ⇦), or after hitting with Burning Sky–Land Walk (ⒷⒷ⇦). The advantage gained from these hits should be enough to save Yunsung from reprisal. Silent Arc (During Land Walk Ⓑ) is an appropriate counter hit for anyone who advances directly to attack Yunsung in his Land Walk stance. Otherwise, Yunsung can shift into Crane Swoop, cancel his stance, or make a different mid attack with Coiling Viper Thrust (During Land Walk Ⓚ+Ⓔ).

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ Ⓐ Ⓑ	Blade Song	H H M	13, 13, 21	Ⓑ during first hit to cancel. Ⓐ Ⓐ ⇨ to shift to Land Walk. Possible to delay third hit.
Ⓐ Ⓐ Ⓑ Ⓑ	Talon Destroyer	H H H M	13, 13, 16, 24	Possible to delay fourth hit.
⇨ Ⓐ Ⓐ	Lashing Tiger	H L	25, 24	Ⓑ during second hit to cancel. Possible to delay second hit. ⇨ Ⓐ ⇦ to shift to Land Walk.
⇨ Ⓐ Ⓐ Ⓑ Ⓑ	Lashing Tiger–Wagging Tail	H M	25, 34	
⇨ ⇨ Ⓐ	Burning Ember	M	36	
⇘ Ⓐ	Leg Cutter	M	22	
⇙ Ⓐ	Torso Cutter	M	23	
Ⓐ Ⓐ	Twisting Coils	SM	12	
⇦ Ⓐ	Illusion Blade	H	30	
⇦ ⇦ Ⓐ	Jolting Blade	M	26	
Ⓑ Ⓑ	Burning Sky	M M	18, 21	Ⓑ during first hit to cancel. Possible to delay second hit. Ⓑ Ⓑ ⇦ to shift to Land Walk.
Ⓑ ⇨	Viper Lunge	H	27	
Ⓑ ⇦	Wagging Tail	M	30	
Ⓑ Ⓑ	Cyclone Blade Kick	M H	18, 21	Ⓑ during second hit to cancel. Possible to delay second hit.
⇨ Ⓑ Ⓐ	Tiger Paw	M H	18, 30	
⇨ Ⓑ Ⓑ	Tiger Maul	M M	18, 20	Possible to delay second hit.
⇨ ⇨ Ⓑ Ⓑ	Shattered Wall	M M	22, 35	Possible to delay second hit. ⇨ ⇨ Ⓑ ⇨ to shift to Crane. ⇨ ⇨ Ⓑ Ⓚ to shift to Crane.
⇨ ⇨ Ⓑ ⇦ Ⓑ	Wall Dance	M M	22, 37–50	Possible to hold second hit.
⇘ Ⓑ	Forced Flame Divide	M	30	
⇙ Ⓑ	Piercing Thrust	L	28	
Ⓐ Ⓑ Ⓑ	Flame Wave	M H	18, 27	
⇦ Ⓑ	Lain Crush	M	35–48	Possible to hold.
⇦ ⇦ Ⓑ	Vengeful Thrust	M	40	Ⓑ to cancel.
⇙ Ⓑ	Pouncing Claws	M	43	
Ⓚ Ⓚ	Shredding Fangs	H M	12, 18	Ⓚ during first hit to cancel. Ⓚ ⇨ or Ⓚ Ⓚ ⇨ to stiff to Crane.
Ⓚ ⇦ Ⓐ+Ⓑ	Cobra Divide	H M	12, 21	Ⓚ during second hit to cancel.
Ⓚ ⇨ Ⓚ	Striking Fangs	M	20	Ⓚ ⇨ Ⓚ ⇨ to shift to Crane.
⇨ Ⓡ Ⓡ Ⓐ Ⓐ	Raging Panther	H M H L	16, 13, 20, 14	Ⓡ during fourth hit to cancel. Possible to delay fourth hit. ⇨ Ⓡ Ⓡ Ⓐ ⇨ to shift to Land Walk. ⇨ Ⓡ Ⓚ ⇨ Ⓚ to shift to Crane.

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ Ⓡ Ⓡ Ⓐ Ⓐ Ⓑ Ⓑ	Raging Panther–Wagging Tail	H M H M	25, 34	
⇨ Ⓡ Ⓡ ⇦ Ⓐ+Ⓑ	Pursuing Cobra Divide	H M M	16, 13, 21	Ⓡ during third hit to cancel.
⇨ ⇨ Ⓡ	Circular Heaven Kick	M	20	⇨ ⇨ Ⓡ ⇨ to shift to Crane.
⇨ ⇨ Ⓡ Ⓡ	Double Circular Heaven Kick	M M	20, 24	⇨ ⇨ Ⓡ Ⓡ ⇨ to shift to Crane.
⇨ ⇨ Ⓡ Ⓡ Ⓡ	Triple Circular Heaven Assault	M M H	20, 24, 25	
⇨ ⇨ Ⓡ ⇧ or ⇩ Ⓐ	Circular Heaven Cutter	M M	20, 23	
⇨ ⇨ Ⓡ ⇧ or ⇩ Ⓑ	Circular Heaven Crush	M M	21, 22, 20, 21	
⇨ ⇨ Ⓡ ⇳ or ⇩ Ⓡ Ⓚ	Circular Heaven Fangs	M M H	20, 24, 24	⇨ ⇨ Ⓡ ⇧ or ⇩ Ⓚ ⇨ to shift to Crane. ⇨ ⇨ Ⓡ ⇧ or ⇩ Ⓡ ⇦ to shift to Land Walk.
⇨ ⇨ Ⓡ Ⓡ ⇩ or ⇧ Ⓐ	Double Circular Heaven Cutter	M M M	20, 24, 23	⇨ ⇨ Ⓡ Ⓡ ⇧ or ⇩ to cancel second hit.
⇨ ⇨ Ⓡ Ⓡ ⇩ or ⇧ Ⓑ	Double Circular Heaven Crush	M M M	20, 24, 21	
⇨ ⇨ Ⓡ Ⓡ ⇩ or ⇧ Ⓡ Ⓡ	Double Circular Heaven Fangs	M M M H	20, 24, 24, 24	⇨ ⇨ Ⓡ Ⓡ Ⓡ ⇩ or ⇧ Ⓚ ⇨ to shift to Crane. ⇨ ⇨ Ⓡ Ⓡ Ⓡ ⇩ or ⇧ Ⓡ ⇦ to shift to Land Walk.
⇘ Ⓚ	Ripping Fang	M	21	
⇙ Ⓡ Ⓡ Ⓑ	Warrior Dance	L H M	14, 21, 27	Ⓑ to cancel third hit.
⇙ Ⓡ Ⓡ Ⓑ	Warrior Step	L L M	14, 21, 27	Ⓑ to cancel third hit. ⇙ Ⓡ Ⓚ ⇨ Ⓚ to shift to Crane.
⇙ Ⓡ Ⓡ ⇦ Ⓐ+Ⓑ	Warrior Divide	L L M	14, 21, 21	Ⓑ to cancel third hit.
⇩ Ⓚ	Viper Sweep	L	14	
⇦ Ⓚ	Double Hawk Kick	M M	12, 25	
⇦ ⇦ Ⓚ	Tiger Cannon Kick	H	30	
Ⓐ+Ⓑ	Heaven's Path	M M	21, 29	
⇨ Ⓐ+Ⓑ	Waving Flame	M M	15, 26	Guard Impact properties (vs. High/Mid).
⇦ Ⓐ+Ⓑ	Forced Divide	M	28	Guard Impact properties (vs. Vertical). Ⓚ to cancel.
⇨ ⇨ Ⓐ+Ⓑ	Raising Flame	M	53	
Ⓐ+Ⓑ	Crashing Wave	M	37	
⇙ or ⇩ Ⓑ+Ⓚ	Crushing Heel	M	32	
⇦ ⇦ Ⓐ+Ⓑ	Fire Storm	M	85	Unblockable. Ⓚ to cancel.
⇩ Ⓐ+Ⓚ	Sweeping Wave	SM L	25, 20	

WHILE CROUCHING, BACK FACING ENEMY

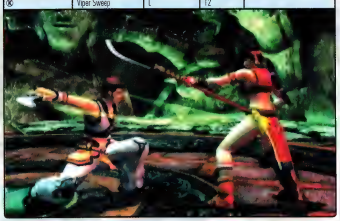
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Blade	L	15	
Ⓑ	Reverse Cleaver	M	23	
Ⓚ	Reverse Viper Sweep	L	14	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Upper Bite	H	28	
Ⓑ	Swatting Claw	M	43	
Ⓚ	Closing Fang	M	30	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Parting Blade	SM	15	
Ⓑ Ⓑ	Flame Wave	M H	18, 27	
Ⓚ	Viper Sweep	L	12	

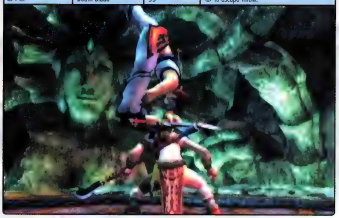


8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡Ⓐ	Burning Ember	M	36	
➡Ⓑ,Ⓑ	Shattered Wall	M M	22, 35	Possible to delay second hit. ➡Ⓑ⇦ to shift to Crane. ➡Ⓑ❶ to shift to Crane.
➡Ⓑ⇦Ⓑ	Wall Dance	M M	22, 37~50	Possible to hold second hit.
➡Ⓒ	Sliding	L	28	Sliding.
⬈ or ➘Ⓐ,Ⓑ	Viper's Illusion	H M	25, 35	Possible to hold second hit.
⬈ or ➘Ⓑ	Rising Cobra	M	35	⬈ or ➘❶ to shift to Crane.
⬈ or ➘Ⓒ	Raging Talons	M M	25, 25	
⬆ or ⬇Ⓐ,Ⓑ	Willow Dance	H H M	15, 18	Ⓒ during second hit to cancel. ⬆ or ⬇Ⓐ⇨ to shift Crane.
⬆ or ⬇Ⓑ	Eclipse Blade	M	33	
⬆ or ⬇Ⓒ	Roundhouse Kick	H	30	
⬉ or ⬋Ⓐ	Wild Slash	L	30	
⬉ or ⬋Ⓑ	Opening Void Thrust	L	42	
⬉ or ⬋Ⓒ	Leg Sweep	L	28	
⬅Ⓐ	Jolting Blade	M	26	
⬅Ⓑ	Vengeful Thrust	M	40	Ⓒ to cancel.
⬅Ⓒ	Tiger Cannon Kick	H	30	
⬅Ⓑ+Ⓒ	Fire Storm	M	85	Unblockable. Ⓒ to cancel.

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓒ	Meteor Throw	55	Ⓐ to escape throw.
Ⓑ+Ⓒ	Pinwheel Kick	55	Ⓑ to escape throw.
Left Throw	Burning Cradle	65	Same button as throw (Ⓐ or Ⓑ) to escape throw.
Right Throw	Drac Slayer	65	Same button as throw (Ⓐ or Ⓑ) to escape throw.
Back Throw	Spine Destroyer	70	Cannot escape throw (except Volda and Azteroth).
Ⓐ+Ⓒ⇦	Death Blade	55	Ⓐ to escape throw.

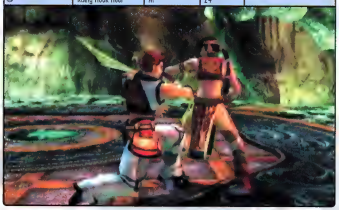


JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Ankle Bite	L	20	
Ⓑ,Ⓐ	Leaping Tiger Claw	M H	21, 30	
Ⓑ,Ⓑ	Leaping Tiger Maw	M M	21, 20	Possible to delay second hit.
Ⓒ	Springing Viper Sweep	L	25	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓑ	Rage Fire Blade	H M	18, 38	Ⓑ to cancel second hit. Possible to delay second hit.
Ⓑ	Forced Heaven	M	28	
Ⓐ+Ⓑ	Waving Flame	M M	15, 26	Guard Impact properties (vs H/M).
Ⓒ	Rising Hook Heel	M	24	

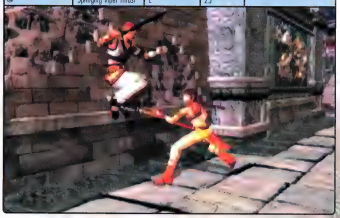


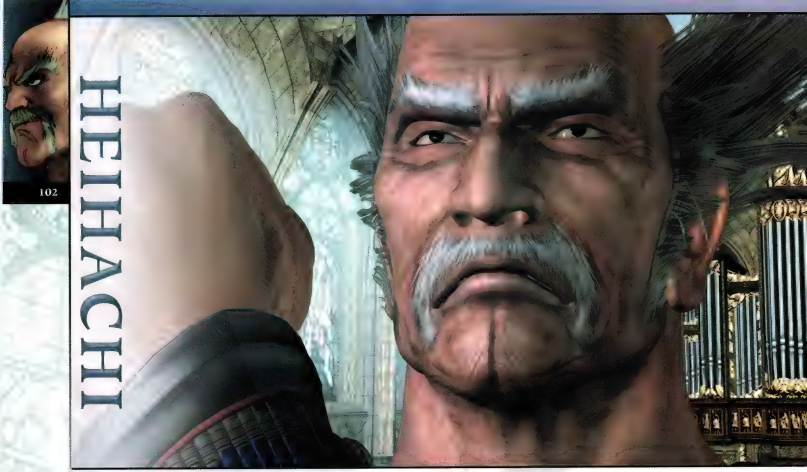
BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Backhand Blade	h	14	
Ⓑ	Reverse Upper Blade	M	21	
Ⓒ	Reverse Fang	H	32	
Ⓑ,Ⓑ	Reverse Kipping Fang	H H	32, 18	Only when Back Facing Enemy from left.

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Ankle Bite	L	20	
Ⓑ,Ⓐ	Leaping Tiger Claw	M H	21, 30	
Ⓑ,Ⓑ	Leaping Tiger Maw	M M	21, 20	
Ⓒ	Springing Viper Thrust	L	25	

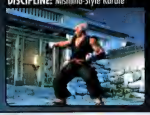




MISHIMA HEIHACHI

WEAPON: His Body

DISCIPLINE: Mishima-Style Karate



AGE: 75

BIRTHPLACE: He Claims to be Japanese

HEIGHT: 5'10"

WEIGHT: 176 lbs.

BIRTH DATE: Unknown

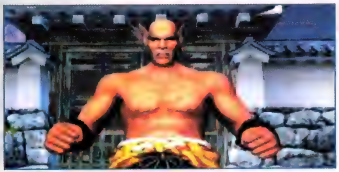
BLOOD TYPE: B

FAMILY

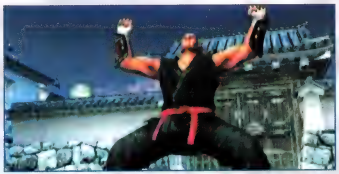
Pet Bear (Kuma)

BIOGRAPHY

After completing his mountain training with Kuma, Heihachi stopped by at a hot springs resort to recuperate. There he encountered an ancient metallic fragment. According to old picture scrolls, this shard was a piece of Soul Edge, a notorious sword from medieval Europe. Heihachi grabbed the fragment in excitement and accidentally cut his fingertip.



After a moment of dizziness passed, Heihachi looked around at his surroundings. A feeling of uneasiness washed over him. He was no longer at the resort he had been at just a few moments ago. Heihachi was stunned, but nevertheless remained collected.



After he wandered around for a while, he came to the conclusion that he was no longer in modern-day Japan. He had somehow traveled back to ancient times. Apparently, he was in the latter half of the 16th century.

Regardless of the situation, Heihachi had to find a way to return to his time.

There was a part of him, however, that was trembling with anticipation of what was about to transpire. He knew the history behind the fragment, which was rife with battles between warriors fighting for its possession. Now, he was right in the midst of it all.

What better way to test his strength than in a warring era ruled by power? A fighter could not ask for a better challenge!

ELEMENTS OF STYLE

Heihachi is a melee fighter, and he scorns the use of frail weapons. His fists are his weapons—and fragile isn't a term that can be applied to them! That leaves Heihachi out in the cold when Ivy and other distance fighters take the field, but the old man's ferocity and constitution make up for much. Using his crouch dash and many crouch moves, Heihachi's rarely threatened by high—or even many mid—attacks. Opponents have to be very careful if they expect to intercept Heihachi and toy with him at maximum range.

Some aggressive characters use powerful, single attacks to clear their paths. Heihachi relies on volleys of punches and kicks. Though most of his attacks only do moderate damage, the end result is very impressive. Long combos with natural mixups and deceptive-looking variants make this process easier than it should be.

WEAKNESSES

Heihachi only has one serious weakness: his range. Because everyone else is running around with weapons and shields, Heihachi looks quite exposed out on the battlefield. Without considerable practice, players have a hard time closing to deal with middle and long-range fighters. To be successful, Heihachi users must be more than aggressive—they must close, engage, and slaughter opponents without blinking an eye.

Speed is not a major weakness for Heihachi (perhaps because he isn't slow). This is only listed as a weakness because Heihachi isn't fast enough to make up the distance and overwhelm defenders if they both begin attacks at the same time; Heihachi's fast strikes don't advance enough to hit very well when enemies are holding back. Thus, Heihachi often has to use his more powerful and involved combos to get inside his optimal attack range.

STRENGTHS

Heihachi has natural mixups in his combos that can cause anyone problems; these deadly attacks go all over the board, causing defenders to eat huge portions of damage. Essentially, Heihachi can eviscerate anyone if he gets in close and is used properly.

Heihachi is also gifted with incredibly long and fast combos. This keeps the pressure on. Even experienced opponents have a hard time dealing with ten-hit combos; Heihachi's several forms of these extended combos adds to his strength!

PATH TO MASTERY

Heihachi sometimes seems almost too good because he is so powerful once mastered. The myriad of flexible combos at his disposal make the most talented defenders drop the ball over half the time. Fortunately, people like Ivy and Astaroth can still rise to the occasion and teach Heihachi a bit of humility.

Basic Attacks

Thunder Twin Hammer (Ⓐ+Ⓚ) isn't as fast or useful as Demon Slayer (Ⓚ+Ⓖ), but both of them give people an idea of Heihachi's style. Using the first two hits of Demon Slayer serves well for counter hits and light pressuring. Thunder Twin Hammer (Ⓐ+Ⓖ) increases the damage of the last attack substantially (a nice perk when opponents are keen to Guard Impact extended natural combos).

Rising Uppercut (⇨ ⇩ ⇘ Ⓚ) is an uppercut that brings Heihachi in very low, avoiding even a couple of shallow mid attacks. Using Heihachi's crouch dash in general (⇨ ⇘ ⇘) is ideal for getting into position for both heavy and light attacks.

Phoenix Wing (⇨ ⇩ ↘ Ⓚ) is a crouch that inflicts adequate damage against charging or high-swinging attackers. To use a low series against the same foes, try Spinning Demon (⇨ ⇩ ↘ Ⓚ Ⓚ Ⓚ) or some of its variants. This is one of the most critical attacks in Heihachi's repertoire. At any point after the first low sweep, Heihachi can release ↘ and use two mid kicks to plaster crouching defenders. Or, Jumping Mid Kick (⇨ ⇩ ↘ ★Ⓚ) uses the same motion and attack with a leaping mid. The variety in these mix-ups made Spinning Demon essential for almost every Heihachi player.

Oni Killer (⇩ or ⇧ Ⓚ) is a useful Side Step and punch attack. This can be buffered for use after a high launch, doing considerable damage and throwing the victim far from their estimated landing point. Sweeping (⇩ or ⇧ Ⓚ) does not have as much potential as Ivy's Royal Huntress (⇧ or ⇩ Ⓚ), but it is still useful for getting low during a Side Step. Demon Chop (⇙ or ↘ Ⓚ) is quite slow; the deceptive nature of this strike aids it during a Guard Impact followup.

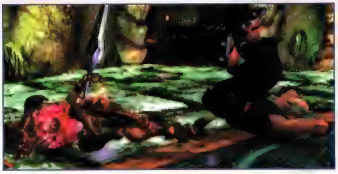
Demon Breath (Ⓐ+Ⓚ) has the worst range that a player might imagine, but its speed stops an opponent's pressure game when quarters are already close. Follow Demon Breath with Hammer Punch (⇩ Ⓚ). Flash Punch Combo (⇨ Ⓚ Ⓚ Ⓚ) can reverse the momentum after Heihachi starts to get pushed backward.

For a throw attempt, an occasional use of Fake Executioner (Ⓓ Ⓑ Ⓐ Ⓚ ⇩ or ⇧) to Any Throw catches people off guard. This is best used at the end of a pressured advance, when enemies are looking for any chance to Guard Impact or try for a fast counter hit.

Closing the Gap

Heihachi should use his crouch dash quite frequently. This extremely effective crouch makes it much harder for enemies to stay in place and swipe at Heihachi. Mixing this with sudden Side Steps and charging attacks (e.g. Flash Punch Combo, Spinning Demon, a 10-Hit Combo, or some of Heihachi's flying kicks) keeps the old guy safe.

After being knocked down, Heihachi can leap forward into an attack with Backward Roll–Rising Cross-Chop (While Down ⇦Ⓐ+Ⓑ). This is easily punished if used often, but it is a useful counter to situations where the aggressor tries to put too much pressure on a prone Heihachi.



Combos, Launchers, and Followups

Spinning Demon (⇨ ⇩ ↘ Ⓚ Ⓚ ★Ⓚ) can be used to score a free Iron Hand (⇩ ↘ ⇨ Ⓚ), at least for a while. It's a pile of damage, and most defenders are going to take a while to adjust to this version of the routine.

If a charged Demon Uppercut (⇨ ⇨ Ⓚ) hits as a counter hit, follow with a second, buffered Demon Uppercut (↘ or ↙ Ⓚ) and a Phoenix Wing (⇨ ⇨ Ⓚ). This launch nets Heihachi a huge lead in a fight. Because Demon Uppercut is such a nifty launch against incoming pressure attackers (Talim, Taki, and such), Heihachi can use this combo to gain breathing room against such opponents.

Twin Pistons (↘ Ⓑ Ⓚ) is another solid launcher. Adding an Iron Hand as a juggle won't hurt Heihachi's chances of winning either.

TEN HITS, TEKKEN® STYLE

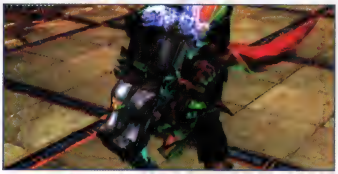
10 HIT COMBOS

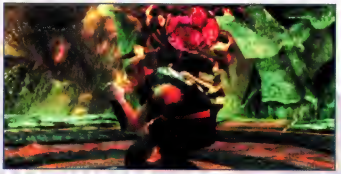
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↷ ⑧⑧⑧⑧⑧⑧ ⑧⑧⑧	10 Hit Combo 1	M H H L L M H H M M	25, 5, 6, 8, 8, 5, 10, 5, 6, 38	Additional Hits possible only during Soul Charge. Damage numbers includes Soul Charge modifier.
↷ ⑧⑧⑧⑧⑧⑧ ⑧⑧⑧	10 Hit Combo 2	M H H L L M H H M M	25, 5, 6, 8, 8, 5, 10, 5, 6, 33	Additional hits possible only during Soul Charge. Damage numbers includes Soul Charge modifier.
↷ ⑧⑧⑧⑧⑧⑧ ⑧⑧⑧	10 Hit Combo 3	M H H L M H M M	25, 5, 6, 8, 5, 5, 5, 9, 23, 27	Additional hits possible only during Soul Charge. Damage numbers includes Soul Charge modifier.

It takes a few minutes of practice to learn the 10 Hit Combos that Heihachi knows, and it's even longer before players can use them effectively in an active battle. There are several major factors that need to be in place before these combos reach the stage. First, Heihachi requires at least a level two Soul Charge to complete these combos.

Heihachi is all about maintaining a strong front, so withdrawing to engage a Soul Charge sounds like a bad idea—it is. Instead, the key to effective charging for Heihachi comes from Heaven's Wrath (⑥+⑧). This Auto-Counter deflects horizontal high and mid attacks. In addition, this counter gives Heihachi a free Soul Charge at full power. Nifty indeed.

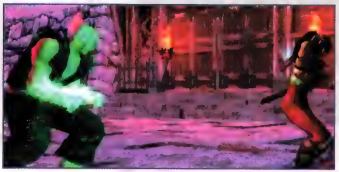
If Heihachi does have time or reason to do a normal charge, remember that Shadow Step (⇦ ⇦ ⑧+⑧) quickly stops this action and retreats. Don't let Heihachi stand in the way of a sucker punch.

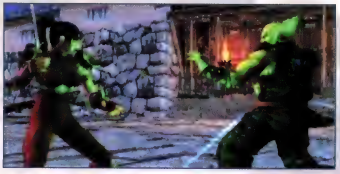




Once charged, the 10 Hit Combos are available to Heihachi. These cover a ton of ground, making enemies even more desperate to keep from eating the entire series. A dedicated Heihachi player has to learn at least two of these, because the low attacks in each offer a chance for enemies to restore their defenses if they are quick about it. Mixing the combos makes it much harder for defenders to accomplish such things.

10 Hit Combo 3 is the easiest to learn (↷ ⑧⑧⑧⑧⑧⑧⑧⑧⑧⑧). Of course, this is also the easiest combo to block if it is used frequently. To prevent this, 10 Hit Combo 2 is a wise selection (↷ ⑧⑧⑧⑧⑧⑧⑧⑧⑧⑧). This is not an easy series to time, but the rewards are worthy of the investment. Even when Heihachi doesn't score a ring out with these combos, almost half of an enemy's health disappears in the process.





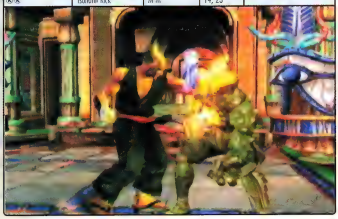
COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓑ+Ⓡ	Thunder Twin Hammer	H H M	13, 22, 25-40	Ⓖ to cancel first hit. Possible to hold third hit.
Ⓐ+Ⓡ	Thunder Demon Kicker	H M	13, 24	
⇦ Ⓐ	Demon Spin	H	25	
⇦ Ⓐ+Ⓑ	Demon Shout	M	32	Cancels first hit.
⇦ Ⓐ+Ⓑ ⇧ or ⇩	Demon Shout Feint			Special Movement.
⇨ ⇨ Ⓐ	Phoenix Wing	M	48	
↘ Ⓐ	Dark Impact	M	36	
⇦ Ⓐ	Demon's Bear	M	38	
⇦ ⇦ Ⓐ	Hilt Crush	M	26	
↙ Ⓐ	Rock Smasher	L	35	
⇩ Ⓐ	Body Hook	SM	12	
Ⓡ+Ⓐ	Demon Slayer	H H H	10, 14, 20	Ⓖ to cancel first hit.
Ⓡ+Ⓐ+Ⓡ	Demon Executioner	H H M	10, 14, 32	
Ⓡ+Ⓐ+Ⓡ ⇩ or ⇧	Fake Executioner	H H	10, 14	Special Movement.
Ⓡ+Ⓚ	Demon Kicker	H H H	10, 14, 23	
Ⓡ ⇦ Ⓐ	Demon Backhand Spin	H H	14, 20	
Ⓡ ⇦ Ⓐ+Ⓡ	Rage Demon Breath	H M	14, 32	
Ⓡ ⇦ Ⓐ+Ⓡ ⇧ or ⇩	Rage Demon Breath Feint	H	14	Special Movement.
⇨ Ⓚ+Ⓡ	Flash Punch Combo	H H M	12, 10, 24	Possible to delay third hit.
⇨ Ⓡ ⇦ Ⓐ+Ⓡ	Demon Massacre	H M M	12, 23, 38	
⇨ Ⓡ ⇦ Ⓐ+Ⓚ	Demon Lair	H M M	12, 23, 40	
⇨ ⇨ Ⓡ	Demon Uppercut	M	40~55	Possible to hold.
↻ Ⓚ+Ⓡ	Twin Pistons	M M	16, 30	
⇦ Ⓡ	Altar Splitter	M	32	
⇦ ⇦ Ⓡ	Brick Breaker	L	28	
↙ Ⓡ	Body Blow	SM	15	
↻ Ⓡ+Ⓡ	Hammer Punch~Iron Hand	M M	20, 34	
⇩ ↘ ⇨ Ⓡ	Iron Hand	M	54	Possible to delay.
⇨ ⇩ ↘ Ⓡ	Rising Uppercut	SM	35	
⇨ ⇩ ↘ ❶	Diagon Uppercut	M	49	
Ⓚ	High Sidekick	H	20	Ⓖ to cancel.
⇦ Ⓚ	Right Splits Kick	M	30	
⇨ ⇨ Ⓚ+Ⓚ	Hell Axle	M M	20, 17	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↻ Ⓚ	Sidekick	M	17	
⇩ Ⓚ	Sweep Kick	L	14	
↙ Ⓚ	Low Kick	L	15	
⇦ Ⓚ	Back Spin Kick	H	33	
⇦ ⇦ Ⓚ	Lightning Crush	M	34	
Ⓚ ⇩	Grits Stomp	L	25	
⊗ Ⓡ	Demon Scissors	M	44	
↙ Ⓚ+Ⓚ	Rising Sun	M L	25, 20	
⇨ ⇩ ↘ Ⓚ+Ⓚ	Spinning Demon	L L L	20, 16, 11	
During Spinning Demon Ⓡ	Spinning Demon Uppercut	M	44 after first kick, 23 after second kick, 20 after third kick	
During Spinning Demon ★+Ⓚ+Ⓚ	Tsunami Kick	M M	15, 21 after first kick, 10, 13 after second kick, 9, 11 after third kick	
⇨ ⇩ ↘ ★+Ⓚ	Jumping Mid Kick	M	45	
⇨ ⇩ ↘ ★+Ⓚ ⇩	Jumping Low Kick	L	32	
Ⓐ+Ⓡ	Demon Breath	M	32	
↘ Ⓐ+Ⓡ	Uppercut	M	20	
⇦ Ⓐ+Ⓡ	Twin Hammers	M	25~40	Possible to hold.
While Down Ⓐ+Ⓡ	Rising Cross-Chop	M	40	
While Down ⇦ Ⓐ+Ⓡ	Backward Roll~Rising Cross-Chop	M	40	
⇩ Ⓡ+Ⓚ	Lightning Hammer	M	85	Unblockable. Ⓖ to cancel.
During Soul Charge ⇦ ⇨ Ⓡ+Ⓚ	Shadow Step			Special Movement.
While Down Ⓡ+Ⓚ	Spring Kick	M	30	
Ⓐ+Ⓡ	Heaven's Wrath			Special Action. Guard Impact properties (vs. Horizontal High/Mid). If Guard Impact is successful, shift to level 3 Soul Charge.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Rising Hook	H	36	
Ⓡ	Dark Thrust	M	34	
Ⓚ	Tsunami Kick	M M	14, 23	



WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Spin Hook	SM	16	
Ⓡ	Reverse Spin Jab	SM	15	
Ⓚ	Low Left Kick	L	20	

WHILE CROUCHING

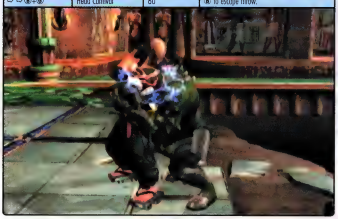
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Low Hook	SM	15	
Ⓑ	Body Blow	SM	15	
↙Ⓑ	Low Jab	SM	13	
↘Ⓑ	Single Piston	SM	16	
Ⓚ	Low Left Kick	L	17	
↙Ⓚ	Low Kick	L	15	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Spinning Hook	H	18	
Ⓑ	Spinning Jab	H	16	
Ⓚ	Misdemeanor	H	30	

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Lightning Hammer	55	Ⓐ to escape throw.
Ⓑ+Ⓚ	Jumping Powerbomb	55	Ⓑ to escape throw.
Left Throw	Guillotine Chop	65	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Freefall	65	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Atomic Drop	70	Impossible to escape(except Valdo and Astaroth).
⇦⇨Ⓑ+Ⓚ	Head Carnival	60	Ⓑ to escape throw.

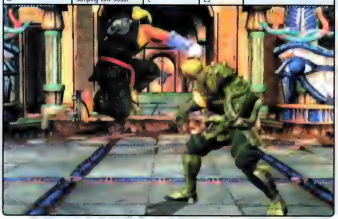


8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡Ⓐ	Phoenix Wing	M	48	
➡Ⓑ	Demon Uppercut	M	40~55	Possible to hold.
➡Ⓚ	Sliding	L	28	Sliding.
➡Ⓐ+Ⓚ	Running Cross Arm	M	40	
➡Ⓑ+Ⓚ	Tackle	M	61	
↗ or ↘Ⓐ	Twin Helix	H H	16, 24	
↗ or ↘Ⓑ	Demon Uppercut	M	40~55	Possible to hold.
↗ or ↘Ⓚ	Left Splits Kick	M	32	
⬆ or ⬇Ⓐ	Oni Killer	H	38	
⬆ or ⬇Ⓑ Ⓑ	Hammer Hand~ Iron Hand	M M	20, 34	
⬆ or ⬇Ⓚ	Sweeping	L	25	
↖ or ↙ or ⬅Ⓐ	Rib Crush	M	26	
↖ or ↙Ⓑ	Demon Chop	M	42	
↖ or ↙ or ⬅Ⓚ	Lightning Crush	M	29	
➡Ⓑ	Brick Breaker	L	28	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Jumping Low Swipe	L	24	
Ⓑ	Jumping Down Punch	M	21	
Ⓚ	Jumping Low Sobat	L	25	



JUMP

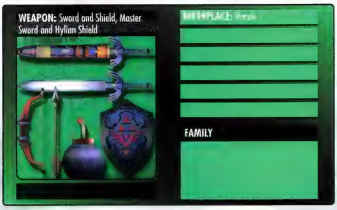
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Jumping Demon Spin	H	35	
Ⓑ	Wild Swing	M	32	
Ⓚ	Jump Kick	M	30	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Jumping Low Swipe	L	24	
Ⓑ	Jumping Down Punch	M	21	
Ⓚ	Jumping Low Sobat	L	30	

LINK

PROFILE



BIOGRAPHY

Once upon a time, Hyrule's tranquility was shattered by the arrival of several disasters. The calamities brought dark, ominous clouds which shut out the sun. Surprisingly, it came to light that a magician was to blame for the disasters.

Just as the people were about to lose all hope, the sun miraculously returned. Link, who was summoned by Zelda to find the cause of the disasters, successfully defeated the magician. The people of Hyrule rejoiced in the belief that eternal peace would rule.

Unfortunately, this was not to be.

It became clear that the magician responsible for the disasters was in fact controlled by an evil sword called Soul Edge, which existed in an another world.

Furthermore, the fragments of Soul Edge were gathering together in this other world.

Knowing that the resurrection of the evil blade must be prevented at all costs, Link chose to travel to the other world and destroy Soul Edge.

Link gathered his trusted Master Sword, Hylian Shield, and Ocarina, and set off on a secret journey.

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ELEMENTS OF STYLE

Link is an impressive add-on character. Indeed, he feels like a robust and developed battler because of his interesting command list and adaptable attacks. Armed with a range of melee and projectile attacks, Link is a threat to anyone who wants to stay in a linear path against him. The fact that Link does very high damage doesn't hurt his chances either.

In ranged combat, Link can hold his own, but he can't obliterate foes the way others can. Without many horizontal options, Link's arrows, bombs, and boomerang attacks are limited to effective use after distractions. Luckily, Link can switch into his ranged stances quickly, even after making some of his better strikes, so this isn't a huge problem. This means that mix-ups are easy for him to put together.

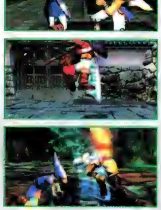
Up close, Link uses his sword with surprising skill and deftness. People who mistake Link's linear ranged game for a limited melee repertoire should soon be corrected. Link can use both horizontal and vertical attacks with equal dexterity, and his rolling stances offer grim potential for abuse. Hyrule is well represented in this lineup.

STRENGTHS

Link isn't limited to a specific range. With his rolling stances, he can easily be played as a medium range fighter, and his extra weapons at least threaten and annoy targets—who are forced to Side Step during approaches—at maximum range. Because Link can fight at multiple positions, it is often opponents who must work for proper spacing; opponents may lose time and concentration maintaining this, while Link is able to focus solely on applying pressure.

Link becomes an above average character when played by someone with a knack for Ring Outs, one of the greatest assets of this nimble character. Many of Link's moves throw opponents one way or another, and the distance on these attacks makes edges perilous. Because foes who realize this become wary of Ring Outs at all times, mind games are easier to pull off.

Link may not be a speedster or a powerhouse, but he makes a good showing for himself. Link's general strengths are somewhat passive, requiring his players to work at exploiting them.



WEAKNESSES

Link is fairly good at everything. His greatest weakness is lacking the ability to outpace fast characters or bowl over the strongest ones. Any player who knows their own character better than Link's player knows Link has a substantial edge during fights.

It may sound like Link is a broken character, having such a trivial weakness, but it's harder to overcome than it sounds. Link's only exploitable tactic is his Ring Out potential, everything else must be worked for and mastered the hard way. Few easy combos and power moves are good enough on their own to get Link through match after match. Being a jack-of-all-trades type has some disadvantages.

PATH TO MASTERY

Link has to make it back to Hyrule sometime, and he isn't going to get there without a bit of help.

Good Attacks

Running Spin Slash (⇨ ⇨ ⊕Ⓐ) is a crouch that covers ground and hits quickly. Though this is a high attack, it can be used after a Guard Impact or to deal with overconfident aggressors. Double Spin Slash (⇦⊕Ⓐ) is similar in use, though it stays in place and hits safely against foes that come close and Side Step to seek advantage.

Sword Trip (⇙ Ⓐ) is a low attack that knocks down on counter hits. Use this against offensive enemies. For a faster low attack, use Shoelace Slash (↘ Ⓐ) instead. Crouch Slash (↓ Ⓐ) is a special mid attack and also favors speed over damage.

For more powerful attacks, Running Hack (⇨ ⇨ ⊕) avoids some high horizontals and serves as a Guard Break when Link has a level one Soul Charge. Follow this with a simple combo like Step-in Attack Combo (⇨ⒶⒶ) or its upper variant Step-in Attack Upper Combo (⇨ⒶⒶⒷ). This maintains pressure against retreating enemies. Power Thrust (⇦ ⇦ ⊕) offers a chance for a stagger that shouldn't be ignored; input ⇦ ⇦ Ⓓ for a fast change to Bow Stance.

If opponents start to rely on horizontal attacks, Sword Sweep (⊕Ⓐ) serves as a fast Guard Impact and counter. Because this hit is fast and hits mid, Link can also use Sword Sweep to slam crouching opponents who are expecting a high series or throw attempt.

Double Kick (↗ⒶⒶ) is a cruel natural combo. The first strike of the combo hits grounded targets, and the natural mix makes it hard for already flustered enemies to compensate.

Sword Plant (↓ Ⓑ) may not be easy to land against wary opponents, but the visual aspects of this attack almost pay for its danger. Use Sword Plant to threaten rising opponents or to leap over predictable low attacks.

While Side Stepping High Launcher (↓ or ↑ Ⓑ) is a launcher with true style. Also try Force Counter Slash (↖ or ↗Ⓐ) to advance and stop enemy Side Steps in the process; this paves the way for High Launcher anyway. Using Running Spin Slash (↖ or ↗⊕Ⓐ) under this condition is effective as well, especially if the enemy tries to stop his Side Step with a high horizontal.

Trying to Extend Link's Combos

Use Running Hack with a Soul Charge to gain an edge; if enemies try to block this, follow with High Launcher (↓ or ↑Ⓑ) to a buffered Running Hack. Launcher Upper is a superb launcher that can also be followed with Running Hack.

When Rocket Stab (⇧Ⓑ) hits on its own, follow it with a second run. During wakeup, use Sword Plant if the victim hasn't air controlled to safety in time.

This is visual one of the more amusing attacks that Link can pull out against his enemies. For a similar bow setup, use Half-Moon Swipe with an arrow shot (↘❶↗Ⓑ) to nock enemies down a notch.

LINK STANCES

FORWARD ROLL

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ ⇨ Ⓚ	Forward Roll			Special Movement. Shift to Forward Roll.
Ⓐ	Force Counter Slash	M	30	
Ⓑ	Rocket Stab	M	38	
Ⓚ ↓ Ⓑ	Leaping Split Combo	M M	26, 22	Additional hits (Mid) possible with Ⓑ during second hit.

SIDE ROLL

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ ⇦ Ⓚ ⇧ or ↓	Side Roll			Special Movement. Shift to Side Roll.
Ⓐ	Spinning Leap Strike	H	36	
Ⓑ	Rocket Stab	H	38	
Ⓚ ↓ Ⓑ	Leaping Split Combo	M M	26, 32	Additional hits (Mid) possible with Ⓑ during second hit.

The Forward Roll is yet another option when enemies fail to harp on Link with low attacks. This stance isn't as powerful as Cassandra's Angel Step, but Link has several nifty attacks at the end of his roll. Force Counter Slash (During Forward Roll Ⓐ) and Rocket Stab (During Forward Roll Ⓑ) area both suitable to punish enemy overextension. Finishing with a Side Roll (During Forward Roll ↓ or ⇧) prevents vertical responses from becoming a certain counter hit. Pop up from a Side Roll with normal attacks if the defender has been cautious, or use a Rocket Stab if they have missed their own attacks.

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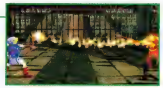
BOW STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Bow Stance			Special Stance. Shift to Bow Stance. Directional Input to move.
Ⓐ	Boomerang Stance			Special Stance. Shift to Boomerang Stance.
Ⓚ	Bow	H	40	❶ (Max) for Unblockable.
↗Ⓚ	Bow (High)	H	31	
↘Ⓚ	Bow (Low)	L	29	
Ⓚ	Bomb Stance			Special Stance. Shift to Bomb Stance.



Link's weapon stances (Bow, Bomb, and Boomerang) don't have much variety, but they offer some amusing ranged attacks. Bow shots are effective at hassling opponents at long range. If defenders refuse to Side Step to avoid these, choosing to block instead, use (Bow Stance ❶) to send Unblockable arrows instead.

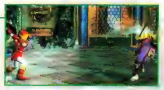
BOMB STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓚ+Ⓚ	Bomb Stance			Special Stance. Shift to Bomb Stance. Directional Input to move. Explosion after a set time will inflict damage to self.
Ⓐ	Boomerang Stance			Special Stance. Shift to Boomerang Stance.
Ⓚ	Bow Stance			Special Stance. Shift to Bow Stance.
Ⓚ	Bomb	M	34	Max Delay for Unblockable.

Bombs have much shorter range and should go at the end of existing combos. Not that this would come up often, but the bombs will explode in Link's hand if he pulls them out without throwing them shortly after.

BOOMERANG STANCE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Boomerang Stance			Special Stance. Shift to Boomerang Stance. Directional Input to move.
Ⓐ	Boomerang	H H	25, 15	⇩ or ⇧ Ⓐ to change direction.
Ⓚ	Bow Stance			Special Stance.
Ⓚ	Bomb Stance			Special Stance. Shift to Boomerang Stance.



The Boomerang is a slow enough action that Link should be most reluctant to use it; especially be wary of using the Boomerang when enemies aren't already retreating or being bogged down by other problems.

BACK SOMERSAULT

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ or ⇨Ⓚ	Back Somersault			Special Movement. Shift to Back Somersault.
During Back Somersault Ⓐ	Force Counter Slash	M	30	
During Back Somersault Ⓚ	Leap Strike	M	45	
During Back Somersault Ⓚ	Knee Thrust	M	27	

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Horizontal Slash	H	13	Ⓡ to cancel.
Ⓐ	Horizontal Slash–Spin Attack	H H H H H	13, 18, 10, 10, 21	Number of Spin Attack hits increases with hold. Max Ⓐ for Unblockable Spin Attack.
Ⓐ Ⓐ	Double Sword Slash (Horizontal)	H H	13, 13	Ⓐ Ⓐ to shift to Boomerang Stance.
Ⓐ Ⓑ	Cross Slash	H M	13, 17	Ⓐ Ⓑ Ⓒ + Ⓒ to shift to Bomb Stance.
Ⓐ Ⓑ Ⓒ	Cross Slash Combo	H M H	13, 17, 22	Ⓐ Ⓑ Ⓒ to shift to Bomb Stance. Possible to delay third hit.
⇨ Ⓐ Ⓐ	Step-in Attack Combo	H L	24, 25	Possible to delay second hit.
⇨ Ⓐ Ⓐ Ⓑ	Step-in Attack Upper Combo	H M	24, 38	Cancels second hit.
⇨ ⇨ Ⓐ	Bat Swing	M	38	
↻ Ⓐ	Shoelace Slash	L	25	
⇦ Ⓐ	Counter Slash	H	27	⇦ Ⓡ to shift to Boomerang Stance.
↶ Ⓐ	Sword Trip	L	29	
↓ Ⓐ	Crouching Slash	SM	18	
↻ or ↺ or ↶ Ⓐ	Cyclone Attack	M	40	Additional hits possible ↻ or ↺ or ↶ Ⓐ (Max).
↓ ↶ ⇦ Ⓐ	Spin Attack	H H	18, 22	Increases number of hold attacks. ↓ ↶ ⇦ Ⓐ (Max) for Unblockable.
Ⓑ	Vertical Slash	M	16	Ⓡ to cancel. Ⓡ to shift to Bow Stance.
Ⓑ Ⓑ	Double Sword Slash (Vertical)	M M	16, 21	
Ⓑ Ⓒ	Slash Kick Combo	M M	16, 16	
Ⓑ Ⓐ	Sword Sweep	M	30	Guard Impact properties (vs. Horizontal).
Ⓑ Ⓐ	Sword Sweep–Spin Attack	M H H H H	30, 18, 10, 10, 22	Guard Impact properties (vs. Horizontal). Number of Spin Attack hits increases with hold. Unblockable Spin Attack with Ⓑ Ⓐ (Max).
⇨ Ⓑ	Stab	M	23	
⇨ Ⓑ Repeatedly	Illusion Stab Combo	M H M SM H SM M	23, 5, 5, 5, 5, 5, 23	
⇨ ⇨ Ⓑ	Running Hack	M	42	
↻ Ⓑ	Hyli-Mixup Swipe	M	27	↻ Ⓡ to shift to Bow Stance.
⇦ Ⓑ Ⓐ	Double Spin Slash	M H	23, 31–66	Possible to hold second hit.
⇦ ⇦ Ⓑ	Power Thrust	M	30	⇦ ⇦ Ⓡ to shift to Bow Stance.
↙ Ⓑ	Down Slash	M	17	
↓ Ⓑ	Sword Plant	M	40	Additional hits (Mid) possible with Ⓑ during second hit.
⇨ ⇨ Ⓑ Ⓐ	Running Spin Slash	H	48	Possible to hold.
↻ or ↺ or ↶ Ⓑ	Rocket Stab	M	28	
Ⓒ	Kick	H	12	Ⓡ to cancel. Ⓡ to shift to Bomb Stance.
⇨ Ⓒ	Front Kick	H	25	⇨ Ⓡ to shift to Bomb Stance.
↻ Ⓒ	Mid Kick	M	20	
↓ Ⓒ	Low Kick	L	11	
↙ Ⓒ Ⓒ	Double Kick	L H	16, 28	
⇦ Ⓒ	Kick Out	M	20	
⇦ ⇦ Ⓑ + Ⓒ	Hyper Dash Attack	M M	65–90	Ⓡ to cancel. ⇦ ⇦ Ⓡ + Ⓒ (Max) for Unblockable and additional hits. Ⓡ during hold to cancel.

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Crouch Slash	SM	13	
Ⓑ	Crouch Upper Slash	M	18	
Ⓒ	Low Kick	L	11	

WHILE RISING

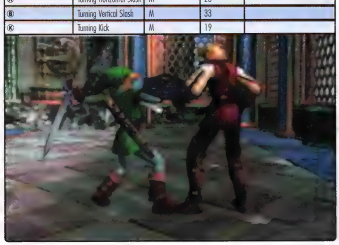
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Rising Horizontal Slash	H	32	Ⓡ to shift to Boomerang Stance.
Ⓑ	Rising High Slash	M	20	
Ⓒ ↓ Ⓑ	Leaping Split Combo	M M	26, 22	Additional hits (Mid) possible with Ⓑ.

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Crouch Turn Slash	M	16	
Ⓑ	Crouch Turn Vertical Slash	M	28	
Ⓒ	Crouching Turn Kick	M	12	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Turning Horizontal Slash	M	23	
Ⓑ	Turning Vertical Slash	M	33	
Ⓒ	Turning Kick	M	19	



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8-WAY RUN

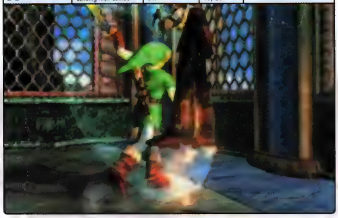
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ	Bat Swing	M	38	
➡ Ⓑ	Running Hack	M	42	
➡ Ⓧ	Sliding	L	25	Sliding.
➡ or ↗ or ↘ Ⓡ Ⓐ	Running Spin Slash	H	48–58	Possible to hold.
Any Directional Input Ⓐ+Ⓡ	Bow Stance			Special Stance. Shift to Bow Stance.
Any Directional Input Ⓑ+Ⓡ	Bomb Stance			Special Stance. Shift to Bomb Stance.
Any Directional Input Ⓐ+Ⓧ	Boomerang Stance			Special Stance. Shift to Boomerang Stance.
➡ Ⓑ+Ⓛ	Swing Under Throw		25	Possible to escape with Ⓑ.
↗ or ↘ Ⓐ	Force Counter Slash	M	30	
↗ or ↘ Ⓑ	Running Hack	M	42	
↗ or ↘ Ⓧ	Knee Thrust	M	27	
⬆ or ⬇ Ⓐ	Spinning Leap Strike	H	36	
⬆ or ⬇ Ⓑ	High Launcher	M	32	⬆ Ⓨ to shift to Bow Stance.
⬆ or ⬇ Ⓧ	Propeller Kick	H	24	⬆ Ⓨ to shift to Bomb Stance. ⬆ Ⓡ ⇨ to shift to Forward Roll. ⬆ Ⓡ ⇦ to shift to Back Somersault.
↖ or ↙ Ⓐ	Cross Cutter	L	40	Possible to hold.
↖ or ↙ Ⓐ Ⓑ	Cross Cutter High Feint	M	38	Cancels first hit.
↖ or ↙ Ⓑ	Sword Chop	M	30	
↖ or ↙ Ⓧ	Knee Thrust	M	27	
⬅ Ⓐ	Counter Slash	H	27	⬅ Ⓨ to shift to Boomerang Stance.
⬅ Ⓑ	Power Thrust	M	30–40	⬅ Ⓨ to shift to Bow Stance.
⬅ Ⓧ	Back Somersault			Special Movement. Shift to Back Somersault.

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ Jump Ⓐ	Jump Slash	H	35	
Ⓐ Jump Ⓑ	Leap Strike	M	45	
Ⓧ	Jump Kick	H	22	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Landing Crouch Slash	L	24	
Ⓑ	Landing Uppar	M	34	
Ⓧ~Ⓧ	Landing Kick Combo	L H	18, 28	



WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Landing Crouch Slash	L	25	
Ⓑ	Landing Uppar	M	36	
Ⓧ~Ⓧ	Landing Kick Combo	L H	19, 28	

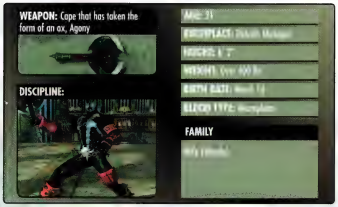
THROWS

COMMAND	MOVE NAME	ATK LVL	NOTES
Ⓐ+Ⓡ	Arm Twist	50	Possible to escape with Ⓐ.
Ⓑ+Ⓡ	Running Slash	55	Possible to escape with Ⓑ.
Left Throw	Piggyback Throw	58	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Power Roll	65	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Shield Shove	48	Impossible to escape throw (except Volvo and Assassin).
⇦ ⇨ Ⓑ+Ⓛ	Swing Under	25	Possible to escape with Ⓑ.

Link

SPAWN®

PROFILE



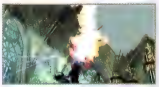
BIOGRAPHY

Upon his death, Lieutenant Colonel Al Simmons made a pact with the devil in order to return to the world of the living. But the resurrection the dark lord Malebolgia bequeathed was far different from anything Al Simmons envisioned. His body, memories of his past, and even time were taken from him. His fate was to exist as a Hellspawn.

He was then sent to the 16th century on a mission to bring back Soul Edge. Spawn™ had to obey his master, for it was his only chance of returning to his time.

ELEMENTS OF STYLE

Spawn™ is a very slow character; he is like Nightmare stylistically (though their moves are quite different). What makes Spawn™ a bit more interesting is his affinity for close-range fighting; many of the slower characters stay at long range. This gives Spawn™ a unique sense of purpose, though some players may not find it to their liking.



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Though Spawn® leaves himself open during tough battles against defensive players, his moves rank high in both risks and rewards. A number of Spawn® attacks do staggering amounts of damage. This tends to force battles into a slugfest instead of a duel. Spawn® and his opponents beat on each other until only one fighter is standing. It's certainly fun to watch.

STRENGTHS

Damage has to be Spawn®'s most critical attribute. Through both single moves and combos, Spawn® rips health from his targets in massive quantities. By mixing his favorite routines, Spawn® can lure defenders out just enough to make them pay. This isn't the easiest thing to do, and Spawn® can be hard to win with, but inept defenders don't stand a chance.

Luckily, Spawn® has his share of counter hit and Ring Out attacks that make up for his exposure. It's always a roll of the dice when Spawn® takes a swing, but the foes may be cowed by the dire consequences should they miss their own counter hit attempts.

WEAKNESSES

As implied, the risks for most of Spawn®'s attacks leave him out in the open against anyone who Side Steps or blocks in time. Against fast characters, this is more pronounced than ever. Compounded by Spawn®'s tiny command list, Guard Impacts and other specific defensive counters won't take long for opponents to memorize.

Though Spawn® can use a few ranged attacks, he isn't very potent on the back lines. This forces him to spend precious moments closing to reach his ideal range. Characters with a better spread of attacks at various ranges makes this an arduous process.

PATH TO MASTERY

Redemption isn't fast in coming, especially for a hellspawn. However, if fireballs, levitation, and brutal ex maneuvers sound intriguing, stick with Spawn and see what comes of it.

Attacks with Minimal Exposure

Demonic Killer (⇦Ⓐ+Ⓚ) presents counter hit opportunities when playing against another short-range character. Entering into a Soul Charge then switching into Demonic Killer Flash (During Soul Charge ⇦Ⓐ+Ⓚ) offers another anti-charge counter hit move.

When Spawn® in holding his ground, several of his basic kicks suffice as well. His standard High Kick (Ⓚ) hits high but has the speed to disrupt and frustrate foes. Mixing this with Gut Wrench Kick (↷ Ⓚ) and Shadow Clipper (↓ Ⓚ) certainly keep Spawn® from overextending himself.

Use Beast Killer (↶ Ⓚ) for its deceptive animation. Though far more effective when it isn't abused, this attack should enter into fights with moderate frequency. Spawn® lures aggressive targets forward with his feigned reluctance, then lashes out to stop an opponent's advance.

When quarters are close and Spawn® needs breathing room, use his basic combos. Dark Ripper (Ⓐ+Ⓚ), Shadow Cleaver (⇨Ⓐ+Ⓚ), and Night Stalker Flurry (⇨Ⓐ+Ⓚ). These mix their hit locations enough to relieve pressure and put foes on the defensive. Another solid inside attack is Malignant Cyclone (⇦Ⓑ+Ⓚ).

Triple Kick (↶Ⓚ+Ⓚ) covers all of the major hit locations and also offers a change in initiative once Spawn® engages his foes. Because this move doesn't leave Spawn® overly exposed when it is blocked, Triple Kick should be used with fair consistency.

Destruction Ax (While Rising Ⓐ+Ⓚ) is the best rising attack that Spawn® has at his disposal. After a series of low pokes, rise with Destruction Ax. This is also a fairly sound choice when using Instant Full Crouch; foes won't see the danger from this high-to-mid combo until it's almost too late.

A tested combo comes from Spawn®'s simple launch, Jealous Rage (↷ Ⓚ) , followed by Hell Spiral (2) (⇨ Ⓐ+Ⓚ). This offers consistent damage and disruption of opponent progress. Another Jealous Rage option is to use Head Hunter (⇨ ⇨ Ⓐ) as a juggle .

Necro Blast (⇦Ⓐ+Ⓚ) hounds people at range. Use this to hassle distant foes or to Guard Break closer targets. Because Necro Blast can be guard cancelled, this strategy of harassment invariably pays for itself without getting Spawn® hurt. Follow a Guard Break from this with Tormented Rage (⇦ ⇦Ⓚ).

When There is a Big Opening

Going into more involved combos without preparing the timing and training the player won't win Spawn® many matches. Many of his best attacks carry enough risk to ruin the fun unless Spawn®'s player is both aggressive and patient.

After Triple Kick (↶Ⓚ+Ⓚ), use Tormented Rage (⇦ ⇦Ⓚ) to increase Spawn®'s advantage. Because Triple Kick is thrown fairly often, this combo is important to perfect.

Mixing Shadow Edge (↶Ⓐ) and Shadow Stalker (↶Ⓐ+Ⓚ) leaves defenders exposed for a more intrusive use of Shadow Stalker (↶Ⓐ+Ⓚ) with Malignant Reaver (↖ or ↗Ⓚ).

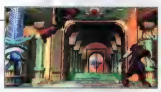
Night Rage (While Rising Ⓚ) is another way to score Head Hunter shots. Occasionally turning to Night Rage–Levitation (While Rising ❍) instead offers Spawn® a few brutal alternatives. These are harder to complete, but rare use makes it even easier to continue with normal combos.

Necro Rage–Levitation (⬇ or ⬆ Ⓑ) can be held for increased damage, height for its launch, and a transition into Levitation. Mixing many of the Levitation moves after this produces effective results. A side benefit of Necro Rage's initial hold is that the move becomes a Guard Break. This enables Spawn® to stop his transition to Levitation and tack a standard attack into this combo. Beast Killer (⇗Ⓑ) is a fair choice in that regard.

Tormented Rage–Levitation (⇦Ⓞ) only transitions into Levitation if the attack hits. Using Levitation Necro Blast (During Levitation Ⓐ+Ⓑ) as a follow-up pushes foes into a corner, health wise. To mix this, cancel Levitation and attack prone opponents; this encourages victims to stay on the ground in future events.

SPAWN® STANCES

LEVITATION



COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓑ+Ⓚ	Levitation			Special Stance. Directional Input to move. Ⓚ to cancel.
Ⓐ	Heaven and Hell	H	55	
⇩Ⓐ	Shadow Stalker Dive	L	42	
Ⓑ	Sigil of Hellspawn	M	49–72	Ⓞ (Max) for Unblockable.
Ⓚ	Retribution Downstrike	M M M M M	10, 15, 15, 15, 36	
Ⓐ+Ⓑ	Levitation Necro Blast	M	77–99	Ⓐ+Ⓞ (Max) for Unblockable.
Ⓑ+Ⓚ	Demonic Realm	M	36	

Levitation is a floating stance that can be reached with (Ⓑ+Ⓚ), even during 8-Way Run. Though there are powerful attacks for Spawn® while he is floating, going into Levitation is more productive when Spawn® does it at the end of his combos. A number of moves, including Tormented Rage, Devil Spiral, and Night Rage switch into Levitation (Ⓞ) as the action animates. The uncertainty this creates for defenders aids in preventing counter hits and Guard Impacts!

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓐ	Dark Ripper	H H	13, 18	Ⓚ during first hit to cancel.
⇨Ⓐ+Ⓑ	Dark Deed	H H	16, 21	⇨Ⓐ+Ⓑ~Ⓚ to shift to Levitation.
⇦Ⓐ+Ⓐ	Shadow Cleaver	H H L	16, 21, 30	
⇦Ⓐ+Ⓑ	Night Stalker Flurry	H H M	16, 37, 35–45	Possible to hold third hit.
⇨⇨Ⓐ	Head Hunter	H	45	
⇨⇨Ⓐ+Ⓑ	Hunting Cry	M	56	
⇘Ⓐ	Divider	M	32	
⇦Ⓐ+Ⓐ	Demonic Killer	H M	18, 27	
During Soul Charge ⇦Ⓐ+Ⓐ	Demonic Killer Flash	H M M	18, 27, 35	Level 2 Soul Charge or higher.
⇦Ⓐ+Ⓑ	Demonic Salvage	H M M M M	18,12,8,8,15	
⇦⇦Ⓐ	Harbinger of Violence	L	33	
⇙Ⓐ	Shadow Edge	L	40	
⇙Ⓐ+Ⓑ	Shadow Stalker	M	37	First hit will be cancelled.
⇩Ⓐ	Cleaver	SM	14	
Ⓑ+Ⓑ	Double Tomahawk	M M	16, 20	Ⓚ during first hit to cancel.
⇨Ⓑ+Ⓑ	Dread Lancer	H M	20, 33	
⇨Ⓑ+Ⓚ	Lancer Kick	H L	20, 23	
⇨⇨Ⓑ	Night Stalker	M	44	
⇨⇨Ⓑ+Ⓐ	Ravaged Armor	M	32	
⇘Ⓑ	Jealous Rage	M	35	
⇦Ⓑ+Ⓚ	Malignant Cyclone	M L	27, 30	
⇦Ⓑ+Ⓑ	Malignant Tempest	M M	27, 30	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦⇦Ⓑ	Tormented Rage	M	37	⇦⇦Ⓑ to shift to Levitation (only during hit).
⇙Ⓑ	Beast Killer	M M M	11, 11, 18	
⇩Ⓑ	Hell Splitter	M	18	
Ⓚ	High Kick	H	15	Ⓚ to cancel.
⇨Ⓚ+Ⓚ	Double Kick	M H	17, 27	
⇨⇨Ⓚ+Ⓑ	Devil Spiral	M M M	28, 18, 15	⇨⇨Ⓑ+Ⓑ to shift to Levitation (only during second hit).
⇨⇨Ⓚ+Ⓚ	Double Devil Kick	M M M	28, 15, 20	
⇨⇨Ⓚ+Ⓚ	Abject Terror	M L	28, 33	
⇘Ⓚ	Evil Wrench Kick	M	20	
⇦Ⓚ	Face Crusher	M	27	
⇦⇦Ⓚ	Dark Retribution	H H H	19, 12, 15	
⇩Ⓚ	Shadow Clipper	L	12	
⇙Ⓚ+Ⓚ	Triple Kick	L H M	10, 11, 24	Possible to delay third hit.
⇘ or ⇙ or ⇗Ⓚ+Ⓚ	Avenger Sabot	H H	20, 36	
Ⓐ+Ⓑ	Hell Spiral (1)	M	36	Ⓐ+Ⓞ to shift to Levitation (only during hit).
⇨⇨Ⓐ~Ⓑ	Hell Spiral (2)	M M	25, 15	⇨⇨Ⓐ+Ⓞ to shift to Levitation (only during hit).
⇦Ⓐ+Ⓑ	Necro Blast	H	46–80	⇦Ⓐ+Ⓞ (Max) for Unblockable. Ⓚ to cancel.
Ⓐ+Ⓚ+Ⓐ	Midnight Carver	H H	26, 25	
Ⓐ+Ⓚ+Ⓑ	Midnight Force	H M	26, 36	
⇩Ⓐ+Ⓚ	Shadow Skimmer	L L	30, 15	

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THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Messiah	60	Ⓐ to escape throw.
Ⓑ+Ⓚ	Doorway to Hell	55	Ⓑ to escape throw.
Left Throw	Pillar of Death	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Deathbringer	55	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Eighth Level of Hell	70	Impossible to escape (except Voida and Astreoth).
↓ ↙ ← Ⓐ+Ⓚ	Angel of Death	42	Shift to Levitation. Ⓐ to escape throw.
↓ ↙ ← Ⓑ+Ⓚ	Imprisoning Tendrils	45	Ⓑ to escape throw.

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Apparition Ripper	H	33	
Ⓑ	Apparition Reaver	M	35	
Ⓐ+Ⓑ	Avenger Sobat	H H	20, 36	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Ghost Shadow Edge	L	31	
Ⓑ	Ghost Necro Rage	M	34	
Ⓚ	Ghost Face Crusher	M	23	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
→ Ⓐ	Head Hunter	H	45	
→ Ⓐ+Ⓑ	Hunting Cry	M	56	
→ Ⓑ	Night Stalker	M	44	
→ Ⓑ+Ⓐ	Ravaged Armor	M	32	
→ Ⓚ	Sliding	L	28	Sliding.
→ Ⓐ+Ⓑ	Hell Spiral (2)	M M	25, 15	→ Ⓡ+Ⓡ to shift to Levitation (only during hit).
Any Directional Input Ⓐ+Ⓚ	Levitation			Special Stance. Shift to Levitation.
↗ or ↘ Ⓐ+Ⓐ	Decapitator	H H	23, 34	
↗ or ↘ Ⓑ	Malignant Reaver	M	46	
↗ or ↘ Ⓚ	Spinning Heel	M	31	
↗ or ↘ or ↑ or ↓ or ↙ or ↖ Ⓐ+Ⓑ	Hell Spiral (1)	M	38	↗ or ↘ or ↑ or ↓ or ↙ or ↖ Ⓡ+Ⓡ to shift to Levitation (only during hit).
↑ or ↓ Ⓐ	Last Humanity	H	29–64	↑ or ↓ Ⓡ (Max) for Unblockable.
↑ or ↓ Ⓑ	Necro Rage	M	33–38	Possible to hold. ↑ or ↓ Ⓡ (Max) to shift to Levitation.
↑ or ↓ Ⓚ	Force Kick	M	35	
↖ or ↙ Ⓐ	Shadow Edge	L	42	
↖ or ↙ Ⓐ+Ⓑ	Shadow Stalker	M	37	First hit will be cancelled.
↖ or ↙ Ⓑ+Ⓐ	Grisly Rush	M M	26, 28	Possible to delay second hit.
↖ or ↙ Ⓑ+Ⓑ	Grisly Spiral	M M	25, 25	↖ or ↙ Ⓡ+Ⓡ to shift to Levitation (only during hit).
↖ or ↙ Ⓑ+Ⓚ	Avenger Sobat	H H	22, 36	
← Ⓐ	Harbinger of Violence	L	33	
← Ⓑ	Tormented Rage	M	37	← Ⓡ to shift to Levitation (only during hit).
← Ⓚ	Dark Retribution	H H H	19, 12, 15	
← Ⓐ+Ⓑ	Necro Blast	H	46–80	← Ⓡ+Ⓡ (Max) for Unblockable.

JUMP DELAY

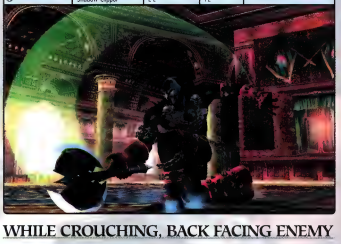
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Ghost Shadow Edge	L	30	
Ⓑ	Ghost Necro Rage	M	32	
Ⓚ	Ghost Face Crusher	M	23	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Phantom Ripper	H	25	
Ⓑ	Phantom Tomahawk	M	33	
Ⓚ	Phantom Kick	H	21	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Cleaver	S/H	15	
Ⓑ	Dark Claw	M	18	
Ⓚ	Shadow Clipper	L L	12	



WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Geist Ax	L	17	
Ⓑ	Geist Tomahawk	M	23	
Ⓚ	Geist Shadow Clipper	L	15	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ/Ⓐ	Destruction Reaver	H L	33, 25	
Ⓐ/Ⓑ	Destruction Ax	H M	33, 30–48	Possible to hold second hit.
Ⓑ	Night Rage	M	29	Ⓡ to shift to Levitation.
Ⓚ	Knee Kick	M	25	

CERVANTES

CERVANTES DE LEON

WEAPON: Soul Edge (Long Sword Type) & Pistol Sword, Soul Edge & Nirvana

DISCIPLINE: Memories of Soul Edge

AGE: 48 (Aging has stopped)

BIRTHPLACE: Valencia, Spanish Empire

HEIGHT: 5'10"

WEIGHT: 176 lbs.

BIRTH DATE: January 1

BLOOD TYPE: None

FAMILY

Father killed in battle

Mother deceased

His crew slaughtered by his own hand

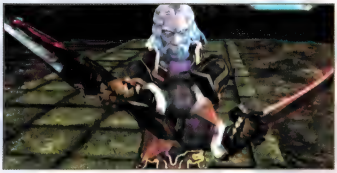
BIOGRAPHY

Under the influence of Soul Edge, the dread pirate Cervantes slaughtered his entire crew and fed off of the souls of swordsmen whom dared to venture forth to challenge him.

But one day, a holy warrior sent by god destroyed one of the demonic blades, and Cervantes' body was consumed by hellfire.

His soul, however, was not freed by the destruction of his corporeal form. The pieces of Soul Edge buried in his body resurrected Cervantes.

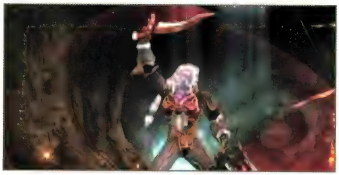
He had lost most of his memory, but it eventually came flooding back. Along with his memories came back the desire to possess that great power once again. Although he recalled the loss of his free will to the power, it still appealed to him. Cervantes began to seek the fragments of the sword, only to realize that the second sword had been shattered as well.



He picked up several pieces of the newly created shards and gazed upon them. Was his desire to possess that power again for naught? That was when Cervantes sensed something strange. Two pieces of the sword in his palm began to resonate with his body and began to melt into one.

Four years passed. He took the souls of the strong and found new pieces of the sword to increase the power of Soul Edge. In time, the fragments assumed the shape of a sword and began to emanate an evil aura.

His ultimate goal was the revival of Soul Edge. To accomplish his goal, he needed as many fragments of the evil blade as he could find.



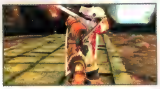
ELEMENTS OF STYLE

Cervantes used to be a man with incredible power and almost absurd combos. In *SOULCALIBUR II*, a number of Cervantes' most obscene moves have been altered to make them more reasonable. At first, this caused many of the veteran players to think that the old guy wasn't going to be anything more than a fraction of his previous strength. However, more techniques have been found that show how evil Cervantes remains. Faster than ever, and still versatile, Cervantes has the potential to be one of the best characters in the game. The trick is to forget almost everything that was learned about Cervantes from the original *SOULCALIBUR* and begin anew.

Cervantes is all about punishing people for making mistakes; he can hit at almost any range, do high damage, do cruel things to anyone in the air or on the ground, and push enemies around with many strikes. For a trained and perceptive player, Cervantes offers one of the best all-around move lists in the series: Side Steps, well-mixed attack locations, range, safe damage, speed, and power.

It takes a long time to learn all of these moves, and the road is a bumpy one. Cervantes is a character for the best players out there, but he looks like a dog when played poorly. The complexity of his command listmeans that button mashers perform terribly under most circumstances, and it's hard to get the speed from Cervantes that is promised on paper. In a pitched duel, a Cervantes player must stay calm and resist mind games. A confused Cervantes player loses more than almost anyone else.

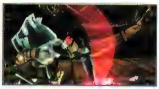
Cervantes is a character for people who want the greatest growth potential or the highest versatility. He is not for beginners, nor is he the best choice for people who are either overly aggressive or cautious.



STRENGTHS

If the previous section didn't stress it enough, versatility is the key to Cervantes' power.

Cervantes has wicked horizontals. Opponents who evade recklessly are forced to defend both high and low to save themselves from the massive sweeping attacks Cervantes can launch. Examine the arc of Scissor Wave (↘Ⓐ) and Dread Wave (↙Ⓐ). Tornado Slice (⇦⇦Ⓐ) and Lagging Wave (⇨⇨Ⓐ) can also be used, for their coverage and power to push enemies around.



The vertical game is not as evil as it once was, but Sail Nautilus (⇦Ⓐ+Ⓑ) and Bloody Hilt Kick (⇦Ⓐ+Ⓚ) open enemies to stable normal attacks. Slam defenders who shun Quick Rolls with a Spike Anchor (↙Ⓑ) for gut-wrenching fun. The trick is to avoid old staples, like vertical poking and abusing Cannonball Lifter (↘Ⓑ), both of which suffered during the change to this Cervantes. With many vertical attacks, it's better to use the first attack or two and avoid using full chains most of the time. Cervantes gets punished almost every time if he tries to end those natural combos, unless the final attack is held or delayed.

Cervantes has kicks fast enough to stop anyone who wants to outslash him, and that finishes all of the basics modes of ingress. Evasion is dangerous against Cervantes because of the horizontals. Long range is risky because of the pirate's natural reach and power. A fast rush is tricky with Cervantes bearing faster moves than in previous games. This means that every character must be cautious when dealing with Cervantes; caution lends itself to passive play, giving Cervantes an edge right off the bat.

Another benefit of the big guy is that he looks intimidating. The large and aggressive moves that Cervantes uses are daunting. Not all defenders are affected by this, but a number of people show fear or hesitation once Cervantes starts to swing these heavy swords. It's a great opportunity to use guard cancels and move in for throws, low sweeps, and Unblockable attacks.

WEAKNESSES

Cervantes has simple weaknesses that are fairly evident from even an hour spent training with him. This is a character who needs a cohesive strategy going into a fight. Without the right combos and mix ups, Cervantes is too easily blocked, Guard Impacted, and otherwise evaded. A weak Cervantes player can quickly fall into a rut and keep ripping through the same basic routines; this can happen to anyone, but it's hard enough to control Cervantes that patterns are more common with him.

Cervantes may be good at playing mind games, but his players suffer from tremendous exposure to that weakness as well. A frustrated Cervantes player often has trouble using the wide range sweeping attacks, Side Steps, and combos that makes the pirate's magnificent lineup what it needs to be. Patience is almost essential for proper Cervantes use.

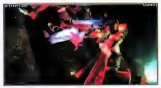
PATH TO MASTERY

Spend a week learning the art of Cervantes and opponents end up looking like his old crew. Take a bit of extra time in Practice mode, away from the difficulties of an active opponent, before trying to use Cervantes against anyone seriously. It can be frustrating to play with such a tricky character at first, and there is no need to add more stress into the equation.

Tried and True Maneuvers

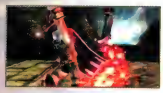
Soul Swing (Ⓐ+Ⓚ) is a standard horizontal attack that Cervantes can use to limit enemy approaches or maintain pressure against a defender. Laser Wave (⇩ Ⓐ) mixes with this to threaten low and keep defensive players guessing.

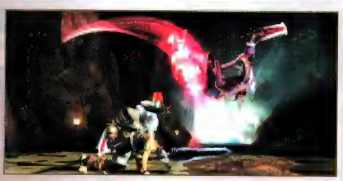
Surprise Wave (⇈+Ⓚ) is a fine move for tripping up enemy timing, perhaps after a Guard Impact or stagger. Follow a hit with Bile Lunges (⇨ ⇨ Ⓑ) to nail crouchers and try for a Ring Out. Try for a throw if Cervantes is in close and the defender has been trained not to duck, or slip out an Anchor Bow Kick (⇧ Ⓚ) to mix things up. This entire set is good for disrupting enemy plans, timing, and flow. Slant Cross (⇜ Ⓐ+Ⓑ) gives Cervantes a tad more range in this scenario, and should also be tried in place of Surprise Wave after its novelty has worn off.



Interrupt enemies at close range with a Head Scratch Kick (⇨ ⇨ Ⓚ). On counter hit, this puts the target down and exposes the victim to a very safe Dread Wave (⇙ Ⓐ). Mix in a Killer X (⇩ Ⓐ+Ⓑ) to keep people honest, especially if there is trouble perfecting the flow from Head Scratch Kick into Dread Wave. Anchor Knee Kick (⇨ Ⓚ) is a fast kick for interrupting opponents, and may come in handy against a rapid response by a somewhat faster target.

Though the launch from Cannonball Lifted (⇜ Ⓑ) isn't as safe as it used to be, the damage done from this, or its 8-Way Run variant, is enough to be worth the occasional risk. Juggle with Eraser Wave (Ⓐ+Ⓑ+Ⓚ). This works well to compliment Cervantes players who still rush in for a throw attempt, and keep defenders crouching.





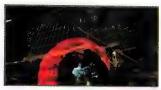
That Pirate Can do Some Crazy Stuff

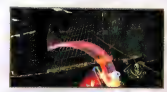
Cervantes has always taken strange moves to a new level, and in that regard, nothing has changed. Everyone's favorite pirate can still fly across the screen and commit himself to plenty of eccentric actions. Most of these telegraph themselves if used often, but it's still nice to know them in case a situation comes up when they are needed.

Use Dread Charge (⇩ ⇙ ⇦) to initiate several of these moves. Sadistic Archmage (During Dread Charge ⇩ Ⓐ ⇩ Ⓐ) from this stance is a good mix up for other actions, being a double low combo. Still, the most often used move here is Geo Da Ray (During Dread Charge Ⓑ). Cervantes can cross almost an entire arena with this, although flying toward an edge is never a good idea, considering the potential to self-Ring Out in the process.

Geo Da Ray (During Dread Charge Ⓑ) is best used against crouching defenders who don't have the reflexes to pull up in time. At long range, most people will be able to defend themselves, so Geo Da Ray is often more effective at medium or even close range. After a successful hit, use Storm Generate (Ⓑ ⇩) for heavy damage. This routine wins high marks for style.

Shadow Flare (⇦ Ⓑ+Ⓚ) adds another curious twist of physics to Cervantes' choices. This descent from the heavens does a fair slice of damage and hits almost anything in its way, but defenders with even a remote chance to block will be able to save themselves. Shadow Flare is best saved for long range defenders who try to play interdiction games (Kilik, Nightmare, Ivy, etc.). People who dedicate to attack routines at range are exposed to Shadow Flare, but think themselves somewhat safe from harm.





Don't Let Them Get Up

Work on Cervantes' juggling and attacks against prone opponents to gain a fair edge. Killer X (⇧ Ⓐ+Ⓑ) and Iceberg Circular (⇧ Ⓐ+Ⓚ) are staples on this scene. Use Killer X to slap crouching and rising targets, and Iceberg Circular to hit those who fall without a fast recovery. Use Dread Wave (⇙ Ⓐ) to knock down the Quick Recovering who stand up, and even a Cannonball Lifter (⇜ Ⓑ) is worth attempting here and there.

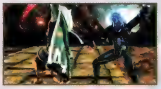
Scissor Lifter (⇜ ⇘ Ⓑ) will become Guard Break when it is fully charged. This launcher gives Cervantes a safe chance to use Storm Generate (Ⓑ ⇩) against foes. To mix this up, and stop opponents from free rushes in the future, don't always charge the launch. Use the attack quickly and follow with Aft Dread Pressure (Back Facing Enemy Ⓐ+Ⓑ) to turn and halt rushers.

Airborne targets can be met with a vast arsenal of damaging moves. Killer X (♘ Ⓐ+Ⓑ) hits easily on the way down, Shadow Flare (⇨ Ⓐ+Ⓑ) is never certain but makes a brutal attempt against foes who have been properly trained. To mess with people's timing, try various kicks or light verticals for less damage with a change of pace. Start a juggle with Cannonball Split (Ⓐ ⇦Ⓑ) to get a serious run of damage and free hits.

Sweeps and More Sweeps

The pirate has so many good horizontal attacks that even some of the most mobile foes must remain on constant alert. Combined with Geo Da Ray (During Dread Charge Ⓑ) and Shadow Flare's (⇨Ⓑ+Ⓚ) constant threats, almost everyone will be aware that Cervantes isn't a partner for a safe game of keep-away.

Watch Scissor Wave (↘Ⓚ) lash out and hit nearby Side Stepping foes. Not good enough for the really evil types out there? Use Dread Wave (↙Ⓚ) and its naughty variants to rattle defenders. Dread Wave by itself has the damage, range, and stopping power to be a staple for Cervantes, but it has untold wealth in its variety. Use Dread Pressure (↙Ⓑ Ⓚ) to mimic a Dread Wave sweep then hit mid; this has such a strong audio cue that it's hard not to fall for, especially when people sincerely abuse Dread Wave. All this confusion makes people want to Side Step, but the danger from the sweep itself will make that a difficult decision.



With enemies against the wall, lash out with Lagging Wave (⇨⇨Ⓚ), especially if the movement is buffered during a block. This move is fast enough to take many people by surprise, especially when they are used to Cervantes' more ponderous and hesitant strikes. Very useful to threaten the Ring Out.

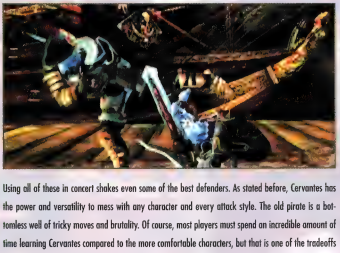
When to Throw

Cervantes spends time at various ranges, so throws aren't as big a part of his game compared to characters like Toki. Still, the heavy damage of these moves and their incredible potential to train defenders into crouching make them integral for opening Cervantes' mid game. Set up throws by harping on targets with some simple linear play. Pound out a few verticals and sweeps, then prepare for a sensible response with full concentration on breaking into Side Steps or getting under the high barrage. Slip in for a throw, then attack with a Bile Lunges (⇨⇨Ⓑ) or Head Scratch Kick (⇨⇨Ⓚ) on the following run. Mixing those ugly mid strikes makes it hard on defenders; they generally lose concentration and time trying to figure out whether incoming moves are going to punish them high, mid, or low. Once they give up and start to Side Step, return to Cervantes' sweeping attacks.

Fake Outs and Irritants

Cervantes has plenty of moves that are visually complex—Surprise Wave (↗Ⓚ), Dread Pressure (↙Ⓑ Ⓚ), and Sadistic Archmage (During Dread Charge ♘Ⓐ♘Ⓐ) to name a few. Make sure to serve a number of these during matches to frustrate defenders and obfuscate Cervantes' intentions. Anchor Marooned Kick (↙Ⓚ) is a quick way to slip damage in without exposing the big guy to punishment in return. Sail Nautilus (⇨Ⓑ Ⓚ) and Bloody Hilt Kick (⇦Ⓑ Ⓚ) vary attack timing and push people around well.

For a powerful kick which won't telegraph itself at all, use Anchor Revive Kick (While Rising Ⓚ) with the Instant Full Crouch method. This prevents Cervantes from visually crouching, thus hiding the move until it is too late for people to realize what is happening; potent if it isn't abused.



Using all of these in concert shakes even some of the best defenders. As stated before, Cervantes has the power and versatility to mess with any character and every attack style. The old pirate is a bottomless well of tricky moves and brutality. Of course, most players must spend an incredible amount of time learning Cervantes compared to the more comfortable characters, but that is one of the tradeoffs for a powerhouse like this.

CERVANTES STANCES

DREAD CHARGE

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇙ ⇦	Dread Charge			Special Stance. Ⓡ to cancel.
Ⓐ	Dread Slash	H	55	Unblockable. Ⓡ to cancel.
⇩ Ⓐ ⇩ Ⓐ	Sadistic Anchmage	L SM	12, 15	
⇩ Ⓐ Ⓐ Ⓑ	Sadistic Wisecore	L M M	12, 30, 40–60	Possible to hold third hit.
Ⓑ	Geo Da Roy	M	45	⇧ or ⇩ Ⓑ to change direction. Possible to hold. If move hits wall during hold, character turns while waiting to attack.
Ⓒ	Sadistic Sweep	L	22	
⇨ Ⓑ+Ⓚ	Dash Flare	M	60	Special Action.
Ⓑ+Ⓚ	Pirate's Tactics			Special Action. Guard Impact properties (vs. Vertical). After Guard Impact, Auto-Counter.
Ⓐ+Ⓚ	Pirate's Scheme			Special Action. Guard Impact properties (vs. Horizontal). After Guard Impact, Auto-Counter.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ~Ⓐ	Soul Swing	H H	14, 15	Ⓡ during first hit to cancel.
Ⓐ ⇦	Merciless Wave	H	22	
Ⓐ ⇦ Ⓑ	Cannonball Split	M	50	Attack Throw. First hit is cancelled.
Ⓐ ⇦ Ⓑ~Ⓑ	Merciless Needle	M M	10, 14	First hit is cancelled.
Ⓐ~Ⓑ	Pirate's Cross	H M	35	
⇙ Ⓐ	Dread Wave	L	40–60	Possible to hold.
⇙ Ⓐ~Ⓑ	Dread Lifter	M	40	First part cancelled.
⇙ Ⓐ~Ⓑ	Dread Pressure	M	35	⇙ Ⓐ+Ⓑ (Max) for Unblockable.
⇩ Ⓐ	Loser Wave	SM	15	
⇘ Ⓐ	Scissor Wave	M M	35	
⇘ Ⓐ~Ⓑ	Scissor Lifter	L M	43–63	Possible to hold.
⇦ Ⓐ	Bridgette Wave	M	22	
⇦ Ⓐ~Ⓐ	Bridgette Slice	M H	48	
⇨ Ⓐ	Crush Keel	H	22	
⇦ ⇦ Ⓐ	Tornado Slice	H M	16, 24	
⇨ ⇨ Ⓐ	Lagging Wave	H	40	
Ⓐ Ⓐ Ⓐ	Gentle Wave	H	25	
Ⓑ Ⓑ~Ⓐ	Bloody Storm	M M L	18, 15, 30	Ⓡ during first hit to cancel. Possible to delay second hit.
Ⓑ Ⓑ Ⓐ	Quick Bloody Storm	M L	15, 30	
Ⓑ Ⓑ Ⓑ	Wild Storm	M M M	18, 15, 26	Possible to delay second and third hit.
Ⓑ Ⓑ Ⓑ	Quick Wild Storm	M M	15, 26	
Ⓑ Ⓑ ⇦ Ⓑ	Storm Flare	M M M	18, 15, 60	
Ⓑ Ⓑ Ⓑ ~ Ⓑ	Quick Storm Flare	M M	15, 60	
Ⓑ ⇩	Storm Generate	M	15	Shift to Attack Throw if move hits airborne enemy.
⇙ Ⓑ	Sky Storm	M	18	
⇩ Ⓑ	Spike Anchor	M	30	
⇘ Ⓑ	Cannonball Lifter	M	35	During close range counter hit, Ⓑ for additional attack (Mid).
⇦ Ⓑ Ⓒ	Bloody Hilt Kick	M H	18, 20	
⇦ Ⓑ Ⓑ	Sail Nautilus	M M	24, 26	Possible to hold first hit.
⇦ ⇦ Ⓑ	Bow Breaker	M	35	
⇨ ⇨ Ⓑ	Bite Lunges	M	60	Attack Throw.
Ⓒ Ⓐ	Surprise Wave	H	28	
Ⓒ	Anchor Kick	H	15	Ⓡ to cancel.
Ⓒ ⇨	Anchor Gusty Kick	H	20	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓒ Ⓒ Ⓒ or ⇨ ⇨ Ⓒ~Ⓑ	Head Snap Kick	M	28	
⇙ Ⓒ	Anchor Nauseated Kick	L	18	
⇩ Ⓒ	Anchor Bow Kick	L	16	
⇘ Ⓒ	Anchor Middle Kick	M	20	
⇦ Ⓒ~Ⓒ	Anchor Step Kick	H M	20, 28	
⇨ Ⓒ	Anchor Knee Kick	M	18	
⇦ ⇦ Ⓒ	Gallows Sinker	M	44	
⇨ ⇨ Ⓒ	Head Scratch Kick	M	28	
Ⓐ+Ⓑ~Ⓐ	Eraser Wave	M M L	20, 20, 30	
Ⓐ+Ⓑ~Ⓑ	Armada Eraser	M M M M	20, 20, 15, 30	
⇙ Ⓐ+Ⓑ	Eternal Curse	M	80	Unblockable. Ⓡ to cancel.
⇩ Ⓐ+Ⓑ	Killer X	M	35	
⇘ Ⓐ+Ⓑ	Slant Cross	M	32	
⇦ ⇦ Ⓐ+Ⓑ	Cross Bone Divider	M	40–65	⇦ ⇦ Ⓐ+Ⓑ (Max) for Unblockable.
⇦ Ⓐ+Ⓑ	Bloody Hoist	M	28	
⇨ ⇨ Ⓐ+Ⓑ	Windmill	M H	50	
⇨ Ⓐ+Ⓑ~Ⓑ	Gale Slash	M M	45	
⇘ or ⇩ Ⓐ+Ⓑ	Iceberg Circular	M	50	Ⓡ to cancel.
⇗ Ⓐ+Ⓑ	Killer X Crawler	M	45	
⇗ Ⓐ+Ⓔ and jump over enemy	Pressure Astern	M	42	
During Soul Charge Effect, ⇩ Ⓐ+Ⓑ	Circular Ray	M	57	During hit, Ⓑ for additional attack (Mid). Only possible during level 3 Soul Charge.
Ⓑ+Ⓚ	Pirate's Tactics			Special Action. Guard Impact properties (vs. Vertical). After Guard Impact, Auto-Counter.
⇘ Ⓑ+Ⓒ	Anchor Bow Heel	M	35	
⇙ Ⓑ~Ⓒ	Night Raid	M	42~55	Possible to hold.
⇩ Ⓑ+Ⓒ	High Tide Anchoring	M	40	Possible to hold.
⇦ Ⓑ~Ⓒ	Shadow Flare	M	60	Ⓡ to cancel.
⇨ Ⓑ~Ⓒ	Fang Cross	M M	15, 20	
Ⓐ+Ⓒ	Pirate's Scheme			Special Action. Guard Impact properties (vs. Horizontal). After Guard Impact, Auto-Counter.
⇗ Ⓐ+Ⓒ	Anchor Whirlpool	L	30	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Loser Wave	SM	15	
Ⓑ	Slay Storm	M	18	
Ⓚ	Anchor Bow Kick	L	14	
Ⓐ+Ⓑ	Flying Dutchman	M M M M M M M	6, 6, 6, 6, 6, 6, 20	
Ⓐ+Ⓚ	Anchor Whirlpool	L	30	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ/Ⓑ	Full Soul Anchoring	M M	31, 40–60	Possible to hold second hit.
Ⓑ	Devastator	M	29	
Ⓚ	Anchor Revive Kick	M	21	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Aft Soul Wipe	H	19	
Ⓑ	Aft Blade Storm	M	25	
Ⓚ	Aft Anchor Kick	H	20	
Ⓐ+Ⓑ	Aft Dread Pressure	M	30	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Sub Loser Wave	L	20	
Ⓑ	Sub Slay Storm	M	23	
Ⓚ	Sub Anchor Bow Kick	L	18	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Soul Wipe Riptide	H	24	
Ⓑ	Spike Anchor Riptide	M	30	
Ⓚ	Cannon Launch Kick	M	24	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Deck Dread Wave	L	31	
Ⓑ	Deck Lifter	M	35	
Ⓚ	Diving Scratch Kick	M	24	

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Sadistic Cross	50	Ⓐ to escape throw.
Ⓑ+Ⓚ	Surging Current	55	Ⓑ to escape throw.
Left Throw	Figurehead Break	55	Same Button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Jolly Roger Heist	60	Same Button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Flesh Flood	70	Impossible to escape throw (except Yoldo and Azaroth).

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Deck Soul Wave	L	30	
Ⓑ	Deck Lifter	M	35	
Ⓚ	Diving Scratch Kick	M	25	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ	Lagging Wave	H	42	
➡ Ⓑ	Bile Lunges	M	35, 25	Attack Throw.
➡ Ⓚ	Sliding	L	30	Sliding.
➡ Ⓐ+Ⓑ	Windmill	M H	20, 30	
Any Directional Input Ⓐ+Ⓚ	Pirate's Tactics			Special Action. Guard Impact properties (vs. Vertical). After Guard Impact, Auto-Counter.
Any Directional Input Ⓐ+Ⓑ	Pirate's Scheme			Special Action. Guard Impact properties (vs. Horizontal). After Guard Impact, Auto-Counter.
➘ or ➚ Ⓐ	Dishonest Wave	H	40	Guard Impact properties (vs. Horizontal High).
➘ or ➚ Ⓑ	Cannonball Lifter	M	35	During close range Counter Hit Ⓑ for additional attack (Mid).
➘ or ➚ Ⓚ	Head Scratch Kick	M	29	
➘ or ➚ Ⓐ+Ⓑ	Killer X Crawler	M	45	
➘ or ➚ Ⓐ+Ⓚ	Pressure Astern	M	40	Jump over opponent.
⬆ or ⬇ Ⓐ/Ⓐ	Gibbering Torpedo	L L	15, 30	
⬆ or ⬇ Ⓐ/Ⓑ	Gibbering Pressure	L M	15, 35	
⬆ or ⬇ Ⓑ	Side Needle	M M M	10, 10, 10	
⬆ or ⬇ Ⓚ	Anchor Side Kick	M	22	Guard Impact properties (vs. Horizontal Mid). After Guard Impact, Auto-Counter.
⬆ or ⬇ Ⓐ+Ⓑ	Windmill	M H	20, 30	
➘ or ➙ Ⓐ	Tornado Slice	H M	15, 25	
➘ or ➙ Ⓑ	Riot Storm	M	50	
➘ or ➙ Ⓚ	Anchor Swirl Kick	L	35	
➘ or ➙ Ⓐ+Ⓑ	Dread Charge			Special Stance. Shift to Dread Charge.
⬅ Ⓐ	Tornado Slice	H M	17, 24	
⬅ Ⓑ	Bow Breaker	M	35	
⬅ Ⓚ	Galleon Sinker	M	44	
⬅ Ⓐ+Ⓑ	Cross Bone Divider	M	40	⬅Ⓐ+Ⓒ (Moz) for Unblockable.

Cervantes

123

CHARADE

PROFILE

BIOGRAPHY

The man's life was far from glorious. The strength that was lauded within his village was far from remarkable in the real world. But the man survived through an age ravaged by war and finally attained the key to achieving success.

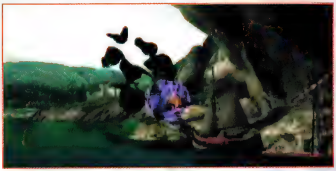
The key was found in pieces of metal belonging to a traveling merchant. The man spent all the money in his possession to purchase every last piece from the merchant.

He recalled a story by a swordsman he met about Soul Edge, the ultimate weapon surpassing all others. He believed that these fragments were pieces of Soul Edge, and kept them safe.

But that was a fateful mistake.

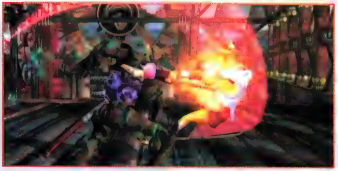
Rumors had circulated that the man was in possession of something extremely valuable, which caught the attention of bandits. The bandits slew him and threw the corpse down a ravine. The hands of the dead man still clung onto the metal fragments.

Months passed, and the pieces of metal in the man's grasp disappeared. The only thing left behind were trails of something that had crawled around.



ELEMENTS OF STYLE

Charade has the style of all the game's characters. At the beginning of each round, Charade chooses a new form. This makes Charade the hardest character to master in the entire game; a person needs to be at least proficient with every single character to be respectable with Charade. True experts who want to use all of the game's warriors will be in heaven with Charade. In some ways, it's easier to learn every character individually than to practice all of them at the same time. Thus, people shouldn't try Charade at all unless they are very happy with their existing skills and styles.



STRENGTHS

Charade has all the potential strengths of the character whose form he assumes. In addition, people who defend against Charade miss some of the visual and audible cues that they are used to receiving. Because of this, some people don't defend as well against Charade as they do against the character that Charade is mimicking.

WEAKNESSES

As with the strengths, Charade receives all of the weaknesses of his current form. Also, there are players who can't fight as well and time their own moves without the proper cues. This means that some people can't attack or control Charade as well as they would the character that Charade is assuming.

PATH TO MASTERY

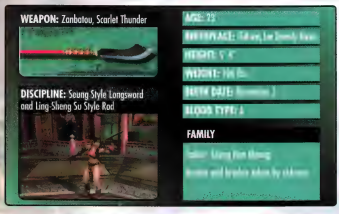
Practice and master every character in the game.

COMMAND LIST

Charade has no independent moves.

SEUNG MINA

PROFILE



BIOGRAPHY

Mina began training with the zanbatou at an early age and grew to be a skilled warrior.

During that time, Lee Dynasty Korea was clamoring about for Soul Edge, known to them as the Sword of Salvation. Hwang Sung Kyung was recruited from the Seung dojo to search for the renowned weapon.

When Mina found out about this, she disobeyed her father's orders and ran away from home on a quest to find the sword. Unfortunately for Mina, Hwang dragged her back home when he found her. Shortly thereafter, she was forced to restart her arduous training.

One day, Yunsung—who was a student of the dojo—left with one of the Seung Family's heirlooms called White Storm. Because Mina was the one that had lent the sword to him, she felt obligated to bring Yunsung and White Storm back to the dojo.

Han Myong was resistant at first, but he eventually gave in, out of fear that she would run away for a third time if he did not allow her to go.

By the time Han Myong realized that Mina would get involved with the search for the Sword of Salvation once again, she was already out of the country.

ELEMENTS OF STYLE

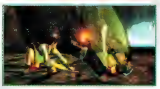
Seung Mina has a short command list but a fair bit of potential. Anyone who likes to play around with an active defense (keep away attacks, Side Step and threaten, etc.) should enjoy Seung Mina without having her style get boring or predictable. She also has a decent set of light moves and combo attacks that are effective for beginners and experts alike. These are all factors in making Seung Mina a very friendly character to choose for anyone new to the series.

In combat, Seung Mina stays at middle or long range as often as she can. The closest character to her style, Kilik, has more short-range attacks than she does. To make up for this weakness, Seung Mina has some very damaging combos that seem especially geared to shut down aggressive players. Against a more defensive opponent, she has the difficult task of creeping forward enough to engage without going too far or exposing herself. Distance is certainly an important issue for Seung Mine, being both friend and foe to her during most matches.

STRENGTHS

Seung Mina does a fine job of holding people at bay. Because she can hit high or low at range, or make some wide horizontal sweep attacks, aggressive players have to be a bit more prudent before making a headlong rush. This time gives Seung Mina a chance to prepare the spacing for her best attacks. This also gives Seung Mina an early lead on health, as she scores a poke or two during the consolidation phase of a match. For really nasty players, this is a good way to get a lead and play defensively while frustrating opponent advances. Even for friendly types, a few extra hits early in the fight are not going to hurt.

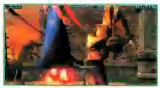
Seung Mina does just fine when it comes to damage. Her light attacks are strong enough for what they are, but her combos show just what this young woman is made of; she can easily rip half a person's life away with a successful combo. Even better, some of those combos are close to guaranteed. If that doesn't put the fear of doom into her foes, it is hard to say what will.



Seung Mina has solid throws, launchers, and juggles (especially the latter two). Characters that have all three of those abilities always are easier to play because it creates uncertainty. Mixing various attacks after a launch should disrupt foes who are already tense or off of their rhythm because of Seung Mina's interdiction routines.

WEAKNESSES

Up close, Seung Mina can't do enough to keep Taki, Talim, and other such speedy characters from doing damage. Even with some of her Side Step attacks, Seung Mina needs a bit of time to get her attacks ready. Unless her opponent completely whiffs on something or makes a bad call, Seung Mina runs a fair chance of losing if someone sticks to her.



Though it is fully possible to play Seung Mina as a chaotic character, her move set often falls into its own patterns. For people with a moderate level of experience, this makes it easy to form bad habits. Defenders get used to Seung Mina's basic patterns and learn to Side Step or even Guard Impact for too many of her attacks. This softens again as people incorporate more techniques into their matches, but it is a common phase for Seung Mina players to go through.

PATH TO MASTERY

There are many arguments over Seung Mina's capabilities. Because she is less-often chosen compared to many of the characters in *SOULCALIBUR II*, there isn't a consensus on how Seung Mina should be played or handled. The following moves, however, are both safe and effective. Seung Mina may have a few fleshier attacks, but it's always a matter of risk and reward. Because Seung Mina is so quick to pick up and try, she makes a fast addition to anyone's list of backup characters.

Basic Moves

Start an approach with Wild Gale (Ⓐ~Ⓐ) for a simple opener; add a Ⓚ at the end of this attack now and then to score a mid blow and completely stop an over-aggressive opponent. Once foes feel comfortable moving forward with a crouch attack, hoping for a counter hit, switch to Heavy Fall (⇨ ⇨ Ⓚ) for a counter hit at close range, or Circular Heaven Slash (⊕Ⓐ) a bit farther out. Against a vertical series, use Rising Void (⇩ or ⇧Ⓚ) to Side Step and launch. Slow attacks are best blocked or Guard Impacted, then returned with Lifting Heavens (↻Ⓚ).

Rapid Earth (⇩Ⓐ+Ⓚ) is a low combo with considerable damage potential, but the slavenly execution of this move leaves Seung Mina exposed. Still, Rapid Earth has its place for occasional use when foes are trained to look high or mid, especially after a good series of mid wakeup attacks. If abused, this attack is so easily Side Stepped and punished that it's scary. For a different low attack, Fang Sweep (⇩Ⓐ+Ⓚ) isn't nearly as dangerous and can catch people off guard more often.

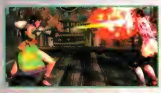
Earth Poke (⇦ ⇦Ⓚ) is another low move that people see coming, but it has tremendous range. If an opponent is tricked into dedicating to a long-range move that won't hit Seung Mina, she can retreat and use Earth Poke in absolute safety. Foes who don't Side Step or cancel their longer moves often enough should eat at least one or two of these every fight. Once they start to create a more robust routine, Earth Poke becomes a better threat than actual attack.

Wheel (⇨ Ⓚ+Ⓡ) is reckless and easy to avoid, but Seung Mina looks very cool when she tries this militant cartwheel, and the speed of her advance may (against truly aggressive opponents) hit someone before they have time to guard or Side Step. Sometimes style is important. In general, Seung Mina has many (Ⓐ+Ⓡ) attacks that fall into this category. Players should try these to add variety and chaos into their routines.

Effective Combos

Seung Mina gets to really play around once targets are exposed. Zanbatou Smackdown (⇨Ⓐ+Ⓚ) followed by Thrusting Fang (⇨ⒷⒷ) is very safe on a successful hit. Seung Mina needs to be very close before making her first attack if the entire series is intended to land without fail. Assuming that the victim is struck, the combo is practically guaranteed; if Seung Mina attacks too quickly, there is a faint chance for the victim to block the final hit, but it's still a worthwhile combo.

Circular Heaven Slash (⇦Ⓐ) and Oak Branch (⇦Ⓑ+Ⓚ) aren't fast when used together, but they are a splendid set when used for a counter hit. The rapid Circular Heaven Slash opens the target for a follow-up attack with Oak Branch. When this hits without being a counter hit, it's better to follow with a low attack to mix things around.



Another nifty and versatile series begins with the fundamental Wild Gale. Mix Zanbatou Smackdown, Oak Branch, and Strangling Flower (➡Ⓐ) afterward to leave defenders completely confused. These three versions each punish a different defense, so even a stalwart defensive player might start to sweat under the pressure. This often provokes a more aggressive response from the defender; that often opens the door for Seung Mina's launchers.

Post Launch Glory

After Side Stepping and landing a Rising Void launch, Seung Mina has several options to limit the safety a victim gains through air control: use Lifting Heavens (⇘Ⓑ) and Belly Crush Spin Kick (⇘ⒷⒷ) provides ease, control, and damage without giving as many air control opportunities to victims. Following all of this with an Earth Poke on rare occasions increases the wakeup confusion that foes face.

Though there aren't enough words to praise Rising Void, Lifting Heavens is a darn useful launcher unto itself. After staggers, Guard Impacts, and other moments toward Seung Mina's advantage, Lifting Heavens is the best chance for a fast launch and free damage. Use Strangling Flower afterward for a decently damaging juggle that places the victim close by for a damaging follow-up. During wakeup, the victim faces almost anything in Seung Mina's lineup: another Lifting Heavens, Fang Sweep to hit low, throws, or even a Zanbatou Smackdown. If the victim becomes predictable, this launch combo is the deadliest of the bunch.

COMMAND LIST

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡Ⓐ	Strangling Flower	H H	23, 23	
➡ or ⬈ or ⬊Ⓑ	Heavy Fall	M	20	
➡Ⓚ	Sliding	L	26	Sliding.
➡ or ⬈ or ⬊Ⓑ+Ⓚ	Wheel	M M	14, 28	
⬈Ⓐ~Ⓐ	Heavy Willow Dive	M M	24, 34	
⬊Ⓐ~Ⓐ	Willow Divide	M M	24, 34	
⬈ or ⬊ⒷⒷ	Wild Leaves	M M M	23, 28	
⬆ or ⬇Ⓐ~Ⓐ	Falling Fang Divide	M L	23, 28	
⬆ or ⬇Ⓐ~Ⓑ	Block Wing	M M	23, 30	Ⓑ to cancel second hit.
⬆ or ⬇Ⓑ	Rising Void	M	34	
⬆ or ⬇Ⓚ	Dark Sweep	L	20	
⬆ or ⬇ⒷⒶ	Dark Curtain	L H	21, 32	
⬆ or ⬇ or ⬊ or ⬋Ⓑ+Ⓚ	Glory Wing	M	47	Ⓑ to cancel.
⬊ or ⬋Ⓐ	Sparrow Sweep	L	23	
⬊ or ⬋Ⓑ	Spinning Divide	M	36	Possible to hold.
⬊ or ⬋Ⓚ	Thunder Kick	M	28	
⬅Ⓐ~Ⓑ	Wing Cross	M L	23, 24	Possible to delay second hit.
⬅Ⓑ	Earth Poke	L	19	
⬅Ⓚ	Thunder Kick	M	28	
⬅Ⓑ+Ⓚ	Oak Branch	L	42	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Dance Blade	H	17	
Ⓑ	Reverse Air Parting	M	30	
Ⓚ	Reverse Snap Kick	H	20	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Biting Strike	L	15	
Ⓑ	Reverse Air Parting	M	24	
Ⓚ	Reverse Earth Kick	L	15	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ,Ⓑ	Wild Gale	H H M	17, 20, 30	Ⓒ during first hit to cancel. Ⓐ,Ⓐ ⇧ or ⇩ to Step Step.
⇨ Ⓐ+Ⓑ	Blunting Kick	H H	14, 19	
⇨ ⇨ Ⓐ	Strangling Flower	H H	23, 23	
↘ Ⓐ	Strangling Slash	M	38	
↘ Ⓐ,Ⓐ	Strangling Deception	M	14	Possible to delay second hit. First hit will be cancelled.
⇩ Ⓐ	Sweeping Circle	L	23	
⇙ Ⓐ	Biting Strike	L	19	
⇦ Ⓐ	Shadow Step Slice	L	14	
⇦ ⇦ Ⓐ,Ⓐ	Wing Cross	M L	23, 23	Possible to delay second hit.
Ⓐ,Ⓐ,Ⓑ	Gale Stream	H H M	9, 17, 38	
Ⓑ,Ⓑ	Splitting Divide	M M	20, 20	
Ⓐ,Ⓐ	Circular Heaven Slash	M	24	
⇨ Ⓑ G	Shadow Fang	L	30	
⇨ Ⓑ,Ⓐ	Hidden Fang	M L	20, 23	
⇨ Ⓑ,Ⓑ	Thrusting Fang	M M	20, 38	
↘ Ⓑ	Lifting Heavens	M	33	
⇙ or ⇩ Ⓑ	Air Parting	M	19	
⇨ Ⓑ	Spinning Divide	M	35	Possible to hold.
⇨ ⇨ Ⓑ	Heavy Fall	M	20	
⇦ ⇦ Ⓑ	Earth Poke	L	19	
⇧ or G ★Ⓑ	Willow Branch	M	19	
Ⓑ,Ⓚ	Sheng Mirage Kick	H M	19, 19	Guard impact properties (vs. Horizontal High/Mid).
During ❶, ↻ Ⓚ	Air Fang	L	28	
Ⓚ	Snap Kick	H	14	Ⓒ to cancel.
⇨ Ⓚ	Banishment Kick	M	24	
⇨ Ⓑ,Ⓑ	Banishment	M H	23, 23	
⇨ ⇨ Ⓚ,Ⓚ,Ⓚ	Circular Heaven Spin Kick	M M H	21, 10, 17	Possible to delay second hit. Possible to delay third hit.
↻ Ⓚ	Belly Crush	M	22	
↻ Ⓚ,Ⓚ	Belly Crush Spin Kick	M H	22, 28	
⇩ Ⓚ	Earth Kick	L	9	
⇙ Ⓚ,Ⓚ	Liquid Rising	L M	22, 22	
⇦ Ⓚ,Ⓑ	Check Mate	M M	15, 40	Guard impact properties during first hit (vs. Horizontal High/Mid). Possible to delay second hit.

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Biting Strike	L	12	
Ⓑ	Air Parting	M	15	
⇙ Ⓑ	Liquid Poke	L	15	
Ⓚ	Earth Kick	L	9	
Ⓐ+Ⓑ	Glory Fan	M M M	19, 19, 19	Ⓒ to cancel.

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓒ	Dragging Embrace	55	Ⓐ to escape throw.
Ⓑ+Ⓒ	Crushing Soul	55	Ⓑ to escape throw.
Left Throw	Riding Mustang	70	Same Button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Mina Frankensteiner	65	Same Button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Stalk Cutter	60	Impossible to escape throw (except Valda and Actaroth).

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ ⇦ Ⓚ	Thunder Kick	M	28	
⊕ Ⓚ	Gale Kick	H L	14, 14	
Ⓐ+Ⓚ	Light Crane	M M M	19, 19, 19	
Ⓐ+Ⓑ,Ⓐ	Deceiving Crane	M M M	19, 19	Will cancel second hit.
Ⓐ+Ⓑ,Ⓐ,Ⓑ	Dancing Crane	M M H M	19, 19, 19, 28	Ⓒ during fourth hit to cancel.
Ⓐ+Ⓑ,Ⓐ+Ⓑ	Heavy Crane	M M M M M M M	19, 19, 11, 14, 14, 14	
⇨ Ⓐ+Ⓑ	Fang Barrage	M M M M M	19,19,9,9,14	Ⓒ to cancel.
⇩ Ⓐ+Ⓑ	Rapid Earth	L L L L	9, 9, 19, 19	
↻ Ⓐ+Ⓑ	Opening Treasure	L	44	Attack Throw. Ⓐ to escape throw.
⇙ Ⓐ+Ⓑ	Holding Treasure	L	49	Attack Throw. Ⓑ to escape throw.
⇦ Ⓐ+Ⓑ,Ⓑ,Ⓑ	Rapid Spinning Spiritual Thirst	M M M M	17, 17, 34, 15	Hit count differs with button timing.
⇙ Ⓐ+Ⓑ	Seung's Crushing Long Blade	M	114	Unblockable. Ⓒ to cancel.
⇙ Ⓐ+Ⓑ,Ⓑ	Seung's Quick Long Blade	M	47	
↻ Ⓐ+Ⓑ	Radiant Wing	M	38	
Ⓐ+Ⓑ	Glory Wing	M	47	Ⓒ to cancel.
⇨ Ⓑ+Ⓑ	Wheel	M M	14, 28	
⇩ Ⓑ+Ⓑ	Rock Breaker	L	14	
⇙ Ⓑ+Ⓑ	Retreating Sands	M M M	14, 9, 4	
⇦ Ⓑ+Ⓑ	Oak Branch	L	42	
⇙ Ⓑ+Ⓑ	Heaven's Wheel	M M	38, 29	
Ⓐ+Ⓑ	Circular Blade Kick	M	33	
⇨ Ⓐ+Ⓑ	Zarabrou Smackdown	H H H H H H	19,14,7,7,7,7	
⇩ Ⓐ+Ⓑ	Fang Sweep	L	26	
↻ Ⓐ+Ⓑ,Ⓐ	Dancing Fang Sweep	M L	23, 23	
↻ Ⓐ+Ⓑ,Ⓑ	Dancing Blade Kick	M M	23, 33	
⇙ Ⓐ+Ⓚ	Earth Fang	L	23	
⇦ Ⓐ+Ⓑ	Power Fang Sweep	L L	20, 19	
Ⓐ+Ⓑ	Retreating Fang	H	6	During hit shift to Step Back.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Fang's Way	M	25	
Ⓑ	Lifting Wing	M	30	
Ⓚ	Shattering Kick	M	28	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Divine Biting Strike	L	29	
Ⓑ	Divine Lifting Heavens	M	22	
Ⓚ	Divine Sweep Kick	L	19	

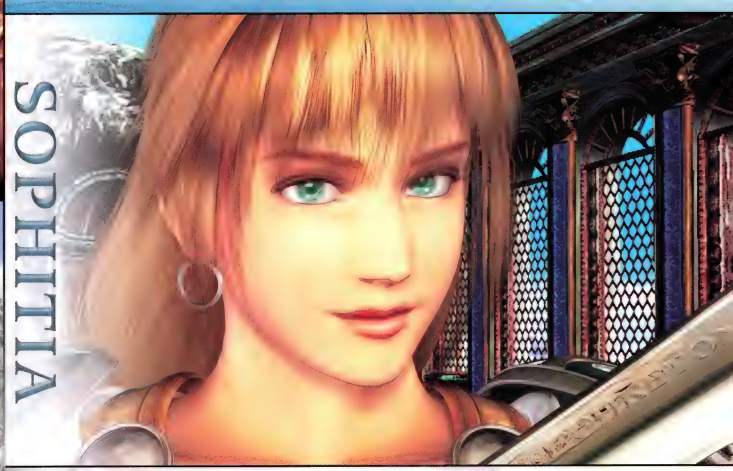
JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Giant Fang	M	19	
Ⓑ	Giant Air Parting	M	33	
Ⓚ	Giant Rising Kick	M	19	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Divine Biting Strike	L	28	
Ⓑ	Divine Lifting Heavens	M	22	
Ⓚ	Divine Sweep Kick	L	20	

SOPHITIA



SOPHITIA ALEXANDRA

BIOGRAPHY

Sophitia was the eldest daughter of a baker. Her life was rather ordinary until the day she received an oracle from Hephaestus, the god of fire and forge, to destroy an evil sword called Soul Edge.

The divine words of Hephaestus led Sophitia on two journeys. The first time, she succeeded in destroying one half of the Soul Edge, but received grave injuries by the flying shards of the shattered blade. The second quest took place a few years later when she learned that the remaining Soul Edge continued to wreak havoc.

During the second journey, Sophitia found out that someone else had destroyed the demonic sword, and so she returned home to Rothion, her betrothed. They married shortly thereafter and were blessed with two children. They led a happy life until the day they encountered a peticular metal fragment.

Her children scrambled and fought violently over a metal shard that Rothion received from a mysterious customer. The evil aura the fragment emanated caused Sophitia's old wounds to ache.

"Had the shards of the demonic sword infected me with their dark energy before they were removed from my body?..." Sophitia thought in horror. But that would explain her children's frenzied reaction over the piece of metal.

Sophitia's younger sister, Cassandra, saw her bewildered reaction, and ran out with the metal shard. A few weeks passed before Sophitia made up her mind.

Sophitia intended to free her children from the evil sword's curse and insure the safe return of her sister, who had left on a journey to destroy Soul Edge on Sophitia's behalf.

In Sophitia's hands were the new sword and shield that her beloved husband had forged for her.

ELEMENTS OF STYLE

Sophitia hasn't changed much from her days in the original *SOULCALIBUR*; she still has visual style in spades and can play a linear game with the best characters out there. Sadly for her, this release in the series makes evasion more powerful and easy to use. Because so many of Sophitia's best attacks are vertically based, the world has gotten darker for our pretty heroine. Against foes that refuse to abuse Side Steps, Sophitia won't seem handicapped in the least, but that can change at any time. A player with considerable evasive movement skill should be able to limit Sophitia's command list dramatically.

Regardless, people who like to have a character with dramatic launches and attacks put Sophitia higher on their lists than some of the more effective choices. Sophitia is fun to play in a casual environment when opponents are willing to fight the good fight instead of going straight for the jugular.

In terms of attributes, Sophitia is a multi-range character who deals fairly high damage when her attacks land. In terms of risk versus reward, Sophitia loses much compared to Cassandra because many of her best moves are quite exposing. Sophitia has a wide spread of launchers, though her Ring Out game is not fast enough to see this through to its fullest.

STRENGTHS

Against players who don't understand Sophitia, her linear attacks are fast, brutal, and effective. Sophitia can hit people at a variety of ranges, using her Angel Step to close quickly and stay under high attacks. Because most of these attacks push people around, Sophitia can cause knockdown and Guard Break with many strikes. Foes who try to rush Sophitia directly will eat her shield and sword time and time again!

Sophitia's launchers give her the time to score a fair amount of damage even with pokes. It's quite easy to accomplish these juggles too, since even her more complex ones aren't that hard to time or initiate.

Sophitia has combos that deal great damage. Many of these no longer are safe to attempt, but they're still her strengths.

WEAKNESSES

It's a shame that Sophitia hasn't endured the transition to the new game as well as some of the other characters. Because of her linear nature, she has to contend with opponents who can track far better than she can. Even when a Sophitia is fully aware of this problem, it is very hard to compensate. Sophitia's horizontals just don't have the range to threaten or punish evasion, so experienced players abuse their best attacks against her constantly. This soon becomes frustrating, further hampering Sophitia's command list and reaction times. This is such a major problem that Sophitia is almost delegated to casual play.

Too many of Sophitia's moves leave her with a scary disadvantage on block; defensive-minded foes can stand in place and let Sophitia wander over for beatings. Though Sophitia can slam rush players with her deadly strikes, even an aggressive opponent with an eye for defense can negate this without too much practice. Long-range characters can directly force Sophitia to advance and lose any chance for safe retaliatory action, and faster foes need only close with evasive movement. Sophitia players can try to play defensively to negate this problem, but this still puts her into a position where foes get to choose the spacing and timing that best suits their characters.

PATH TO MASTERY

Sophitia has a few problems; does that mean that she shouldn't be played? Of course not. Sophitia is still cool and exciting to use, and that makes her a wonderful secondary character. It's nice for everyone to have a few people to play when they want to relax. Consider Sophitia for that category, if nothing else.

Basic Moves and Combos

Up close, Under Slide Blade (⇨ Ⓐ) and Slide Tornado (Ⓐ+Ⓚ) give Sophitia a chance to get a few low attacks into her otherwise top-heavy routines. Use these often to get what little training is possible to force foes to crouch. Add throws to reinforce this, then try for some of the more damaging attacks, such as Painful Fate (During Angel's Strike ⇦). Angel's Strike should also be used when foes come in fast and high because it keeps Sophitia in a crouch. If used at long range, Angel's Strike should be followed with Olympus Shower (⇦ ⇦Ⓑ + Ⓚ) or Angel Side Kick (⇘Ⓚ).

To push people back, use Double Hilt (⇨ Ⓐ+Ⓚ). Though easy to block, this combo succeeds when foes try to duck the second part of the attack and attempt a counter hit; this can't be abused in any way. Save Double Hilt for times when an opponent is up against the edge or is very low on health.

Elk Strike (⇩ or ⇧Ⓚ) is another crouch move that counters a frontal assault. Sophitia stays low during this and hits with an instant knockdown. Elk Strike has deceptively decent range and doesn't take long to initiate. Of course, Sophitia gets obliterated when this is Side Stepped, but that is true of most of her attacks.

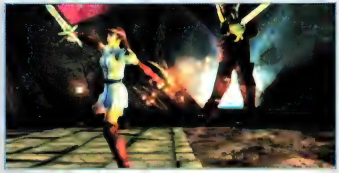
Guardian's Judgment (⇩ Ⓐ+Ⓑ ⇩ Ⓐ+Ⓑ+Ⓚ) is another attack that won't be too hard for people to block if they are used to Sophitia, but it's still worth a try now and then because of its extreme potential to deal damage. A full round of Guardian's Judgment takes almost half of an opponent's health! As a bonus, this is one of the most spectacular looking attacks that Sophitia has.

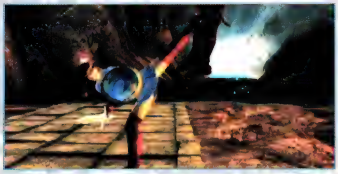
Launchers and Juggles

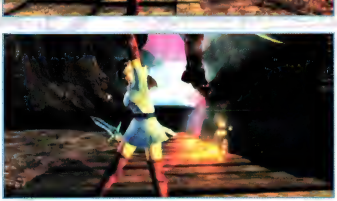
Sophitia has many choices for juggling her foes. Almost all of these are still risky, but using different attacks each time helps avoid punishment. Guardian Upper (⇦ ⇦Ⓑ) is a nice selection for retreating and countering someone who wants to charge and use a short-range attack. Plasma Blade (⇨ ⇨Ⓚ) is better for speed and a counter hit attempt; use that to make a sudden rush against a slower character who is expecting Sophitia to retreat. Jet Stream Rush (⇨ ⇨Ⓑ + Ⓚ+Ⓐ+Ⓑ) is about the least likely to succeed, but its raw damage makes it noteworthy.

After one of Sophitia's launches, it's time to decide whether to simply stand and kick until the opponent is out of range or to try something more interesting. Olympus Shower (⇦ ⇦Ⓑ+Ⓚ) is useful here for a single strike with an edge.

If Sophitia spends enough time hitting foes with high and mid attacks after a launch, she can slip in a Nasty Impale (Ⓑ ⇩ Ⓚ) while the target is landing. Adding extra vertical attacks into this natural combo is just asking for pain, bit the first poke is safe enough under these conditions.







Trying to Stop Opponent Evasion Games

Though it's almost a futile effort, Sophitia can try to limit her foes' use of evasion. When opponents come forward for close attacks in this way, Slide Flow (Ⓐ Ⓐ) is safe and fast. Reverse Mirage (⇦ ⇦ Ⓐ) has more punch though it isn't nearly as easy to connect with it. Crouch to avoid a high attack, then use Under Slide Blade (While Crouching Ⓐ).

Nightmare and Ivy can Side Step and attack from such impressive ranges that Sophitia won't be able to do anything against those moves. Instead, she is forced into a defensive posture. Block or Side Step to avoid the initial attack, then try to close with the opponent. Sophitia just doesn't have a choice in the matter; long-range foes who won't play a linear match can Side Step and harass Sophitia without almost no exposure or consequences.

SOPHITIA STANCES

ANGEL STEP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇩ ⇘ ⇨	Angel Step			Special Movement. ⇩ ⇘ ⇨ ⇧ or ⇩ to Side Step.
⇩ ⇘ ⇨ ⇩ ⇘ ⇨	Twin Angel Step			Special Movement. ⇩ ⇘ ⇨ ⇩ ⇘ ⇨ ⇧ or ⇩ to Side Step.
⇩ ⇘ ⇨ Ⓐ Ⓐ	Angel Satellite	M L	35, 27	
⇩ ⇘ ⇨ Ⓑ	Angel's Strike	M	43	
During Angel's Strike ⇦	Painful Fate		76	Attack Throw.
⇩ ⇘ ⇨ or ⇧ Ⓑ Ⓐ Ⓚ	Heaven's Judgment	M M M	38, 20, 23	
⇩ ⇘ ⇨ Ⓚ	Angel's Spring	M M	15, 15	
⇩ ⇘ ⇨ ⇧ or ⇩ ★ Ⓐ Ⓐ	Angel Satellite	M L	37, 27	
⇩ ⇘ ⇨ ⇧ or ⇩ ★ Ⓑ Ⓐ Ⓑ	Jet Stream Rush	M H M	21, 17, 19	Possible to delay second hit. Possible to delay third hit.
⇩ ⇘ ⇨ ⇧ or ⇩ ★ Ⓚ	Holy Crest Kick	M	28	

COMMAND LIST

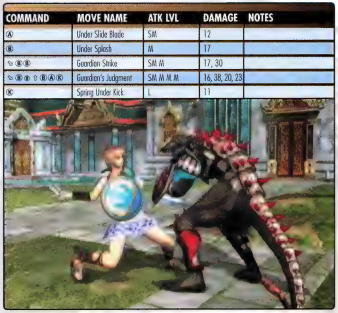
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ	Slide Flow	H H	12, 15	Ⓡ during first hit to cancel.
Ⓐ,Ⓑ	Slide Tornado	H L	12, 18	
⇨ Ⓐ,Ⓑ	Double Hilt	H M	10, 31	
⇦ ⇨ Ⓐ	Silent Cross	M	34	
↘ Ⓐ	Angel Punisher	M	26	
⇦ Ⓐ,Ⓐ,Ⓐ	Curtiss Europa	H L M	23, 21, 26	Possible to hold first hit.
⇦ Ⓐ,Ⓑ	Curtiss Titan	H M	23, 42	Possible to hold first hit.
⇦ ⇦ Ⓐ	Reverse Mirage	M	28	Additional attack (Mid) on Counter Hit.
↙ Ⓐ,Ⓐ	Iron Butterfly	L M	23, 28	
↓ Ⓐ	Under Slide Blade	SM	12	
Ⓑ,Ⓑ	Ascend Splash	M M	15, 20	Ⓡ during first hit to cancel.
Ⓑ,Ⓚ	Angel's Flow	M H	15, 15	
⇨ Ⓑ	Quick Strike	M	29	
⇨ ⇨ Ⓑ	Olympus Cannon	M	34	
↘ Ⓑ	Grace Heavan	M	24	
⇦ Ⓑ	Sword Shower	M	35	
⇦ ⇦ Ⓑ	Guardian Upper	M	24	
↙ Ⓑ	Under Splash	M	17	
↓ Ⓑ,Ⓑ	Guardian Strike	SM M	16, 30	
During Guardian Strike, ⇦	Painful Fate		65	Attack Throw.
↓ Ⓑ or ↘ or ↓ Ⓐ,Ⓐ,Ⓚ	Guardian's Judgement	SM M M M	16, 38, 20, 23	
Ⓑ or Ⓑ,Ⓑ,Ⓑ,Ⓑ	Nasty Impale	L L L L	14, 6, 6, 6	
⇦ ⇦ or Ⓐ,Ⓐ	Heaven's Gate	M	57	Unblockable. Ⓡ to cancel.
Ⓚ,Ⓚ	Kick Duo	H M	15, 20	Ⓡ during first hit to cancel.
⇨ ⇨ Ⓚ	Pisano Blade	M	21	
↘ Ⓚ	Angel Side Kick	M	20	
↓ Ⓚ	Spring Under Kick	L	11	
↙ Ⓚ	Tornado Low Kick	L	27~30	Possible to hold.
⇦ ⇦ Ⓚ	Gaia Kick	M	25	
↑ or ↗ Ⓚ,Ⓐ,Ⓐ	Angel Smoke	M M L M	16, 23, 19, 26	
↑ or ↗ Ⓚ,Ⓑ	Angel Fall	M M M	16, 23, 42	
↑ or ↗ Ⓚ,Ⓚ	Angel's Sault	M M M	16, 23, 30	Possible to delay.
↙ Ⓚ or ↖ Ⓚ	Grace Sault	M	33	
Ⓐ+Ⓡ	El Fortune			Special Movement. Guard Impact properties (vs. Horizontal High/Mid). After Guard Impact, Auto-Counters.
↘ Ⓐ+Ⓑ or ⇨ ⇨ Ⓐ+Ⓑ or ⇦ ⇦ Ⓐ+Ⓑ	Twin Step Grace	M M	14, 27	
↑ Ⓐ+Ⓑ	Gaia Quake	M	52	❶+❷(Max) for Unblockable.
Ⓚ+Ⓚ	Temperance Strike	M M	28, 41	
During Temperance Strike, ⇦	Painful Fate		88	Attack Throw.
Ⓚ+Ⓚ or ↓ Ⓑ,Ⓐ,Ⓚ	Temperance Judgement	M M M M	28, 38, 21, 24	
⇨ ⇨ Ⓑ+Ⓚ,Ⓐ,Ⓑ	Jiet Stream Rush	M H M	21, 17, 19	Possible to delay second hit. Possible to delay third hit.
⇦ ⇦ Ⓑ+Ⓚ	Olympus Shower	M	54	
Ⓐ+Ⓚ	Tornado High Kick	H	36	
Ⓐ+Ⓚ,Ⓚ	Tornado Feint	M	34	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Turning Under Stream	L	14	
Ⓑ	Turning Under Splash	M	21	
Ⓚ	Turning Angel Sweep	L	12	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Under Slide Blade	SM	12	
Ⓑ	Under Splash	M	17	
↘ Ⓑ,Ⓑ	Guardian Strike	SM M	17, 30	
↘ Ⓑ,Ⓑ ↓ Ⓑ,Ⓐ,Ⓚ	Guardian's Judgement	SM M M M	16, 38, 20, 23	
Ⓚ	Spring Under Kick	L	11	

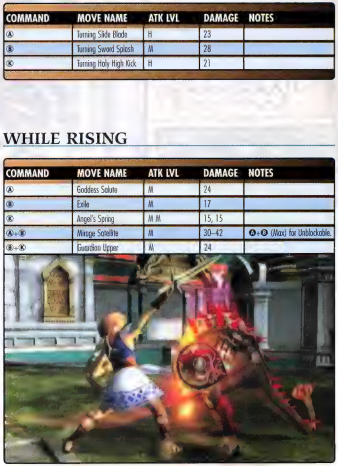


BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Turning Slide Blade	H	23	
Ⓑ	Turning Sword Splash	M	28	
Ⓚ	Turning Holy High Kick	H	21	

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Goddess Salute	M	24	
Ⓑ	Exile	M	17	
Ⓚ	Angel's Spring	M M	15, 15	
Ⓐ+Ⓡ	Mirage Satellite	M	30~42	❶+❷(Max) for Unblockable.
Ⓑ+Ⓚ	Guardian Upper	M	24	



JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Under Stream	L	23	
Ⓑ	Diving Exile	M	31	
Ⓚ	Diving Spin Kick	M	22	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ or ↗ or ↘	Silent Cross	M	34	
➡ Ⓑ	Olympus Comon	M	34	
➡ Ⓚ	Sliding	L	28	Sliding.
➡ or ↗ or ↘ or ⬆ or ⬇ Ⓐ+Ⓑ	Grace Sault	M	33	
Any Directional Input Ⓐ+Ⓑ	Twin Step Grace	M M	14, 27	
➡ Ⓑ+Ⓚ+Ⓐ+Ⓑ	Jet Stream Rush	M H M	21, 17, 19	Possible to delay second hit. Possible to delay third hit.
Any Directional Input Ⓐ+Ⓚ	Tornado High Kick	H	36	
Any Directional Input Ⓐ+Ⓚ+Ⓚ	Tornado Faint	M	34	First hit will be cancelled.
↗ or ↖ Ⓐ	Ascension	M	28	
↗ or ↖ Ⓑ	Plasma Blade	M	21	
↗ or ↖ or ⬆ or ⬇ or ↖ or ↗ or ➡ Ⓐ+Ⓚ	Olympus Shower	M	54	
⬆ Ⓐ	Inverse Shield Rush	H	17	
⬇ Ⓐ	Shield Rush	H	29	
⬆ or ⬇ Ⓑ	Elk Strike	M	36	Possible to hold.
⬆ or ⬇ Ⓚ	Angel Side Kick	M	21	
↖ or ↙ Ⓐ+Ⓐ	Silent Stream	L M	24, 46	↖ or ↙Ⓐ Ⓐ for Unblockable second hit.
↖ or ↙ or ➡ Ⓑ	Guardian Upper	M	24	
↖ or ↙Ⓑ or ➡	Grav Kick	M	25	
➡ Ⓐ	Reverse Mirage	M	28	Additional attack (Mist) on Counter Hit.
➡ Ⓑ Ⓐ	Heaven's Gate	M	57	Unblockable. Ⓑ to cancel.

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Jumping Mirage Satellite	H	31	
Ⓑ	Jumping Under Splash	M	38	
Ⓓ Jump Ⓚ	Holy Crest Kick	M	28	

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Widow Maker	48	Ⓐ to escape throw.
Ⓑ+Ⓚ	Holy Cracker	40	Ⓑ to escape throw.
During Holy Cracker Ⓐ Ⓐ or Ⓑ	Heaven to Hell	60	Same button as throw (Ⓐ or Ⓑ) to escape.
Left Throw	Round Knocker	40	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Broken Promise	75	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Bottoms Up	40	Impossible to escape throw (except Valdo and Astaroth).
⇨ ⇨ Ⓐ+Ⓚ	Heaven's Arch	55	Ⓑ to escape throw.

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Diving Under Stream	L	23	
Ⓑ	Diving Exile	M	31	
Ⓚ	Diving Spin Kick	M	22	

YOSHIMITSU

PROFILE

WEAPON: Katana, Yoshimitsu

DISCIPLINE: Manji Ninjitsu

AGE: Unknown

BIRTHPLACE: Unknown (Base of Mt. Fuji, Japan)

HEIGHT: Unknown

WEIGHT: Unknown

BIRTH DATE: Unknown

BLOOD TYPE: Unknown

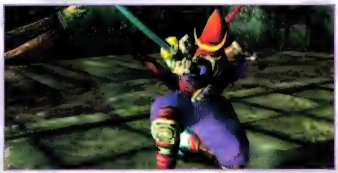
FAMILY

Entire clan was massacred

BIOGRAPHY

There was once a ninja clan that was massacred at the hands of a vengeful lord. Yoshimitsu, the sole survivor of that clan, swore to avenge the fallen. He did not give up even after losing his right arm during an encounter. Yoshimitsu traveled across the sea, following a rumor about an ultimate weapon.

When he finally reached Europe, he came upon a series of mysterious killings that wreaked havoc and spread terror across Europe. This reminded him of the slaughter of his clan, and thus Yoshimitsu changed his plan.



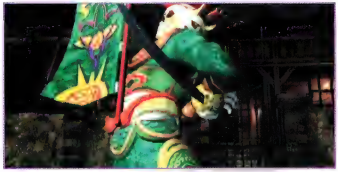
Yoshimitsu followed the trail of the mass murderer to Ostrheinsburg Castle, but the castle was devoid of any signs of life. After Yoshimitsu left the castle, he sensed the presence of a sinister energy dwelling in his katana. Yoshimitsu left on a journey to quell the negative energy within the sword.

But unexpectedly, someone stole the sword. Knowing that only misfortune would result if the cursed sword fell into the wrong hands, Yoshimitsu traveled the continent in search of his weapon.

During his travels, he devoted himself to serving the weak and underprivileged. Four years passed, and Yoshimitsu devised a scheme to plunder treasures in order to give money to the poor.

The tomb Yoshimitsu infiltrated belonged to a man who was known as the "Merchant of Death." He was able to reach the treasures without encountering the rumored guardian of the tomb. And there he found his long-lost sword, along side a metal fragment that emanated the same evil energy as his katana.

He left the tomb with his sword and metal shard in hand. If there were other things that possess the same evil energy within, it was up to him to find them and rid them from this world. Without a doubt in his mind, Yoshimitsu left on a journey.



ELEMENTS OF STYLE

Yoshimitsu is a curious creature. Hidden behind masks and garish costumes, he is an anomaly to most players. Though this ninja shares a few moves with Mitsurugi, neither are inferior copies of a greater mold. Indeed, Mitsurugi has a great medium range standoff game and lovely aggression up close. Yoshimitsu plays a faster duel, relies on many awkward, exotic, and interesting moves for survival, and generally confuses his foes into submission.

Yoshimitsu is a character for people who value the strange things in life. Beyond his combat capabilities, Yoshimitsu offers people a touch of variety from the others in the lineup. Whether flying, dancing, teleporting, or meditating in the middle of battle, Yoshimitsu has his own ideas about how to handle things.

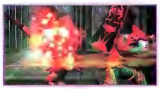
Many people either love or hate Yoshimitsu, and there isn't much of a middle ground. Even his costumes divide players into the side that thinks he looks hideous and those who say that he has style. Yoshimitsu is a character that everyone needs to try out before deciding whether he is a character for them. Either way, Yoshimitsu has the power and potential to defeat a full range of opponents. That is not a question for debate.

STRENGTHS

Yoshimitsu has more talent than most people realize. His fast horizontals, multitude of launchers, and various Unblockables are salient, but what about Yoshimitsu's fast and still damaging throws? What about some of the vile mixups that he can do during wakeup? Yoshimitsu has hidden strengths that take a long time to master and bring to the surface.

When it comes to mind games, Yoshimitsu is the king of the hill. Yoshi looks strange, acts strange, has more eccentric stance abilities than most characters, and does almost everything awkwardly. Imagine the speed of Yoshimitsu's standard horizontal attacks and throws; those get people used to rapid fire exchanges of damage and blocks, but hesitant Unblockables and kicks can come out of nowhere at any time. A good number of Yoshimitsu's attacks can be held just to throw off defender timing. Every character has a few moves like this, but Yoshimitsu has almost limitless timing variance.

Beyond that aspect of mind games, Yoshimitsu has a heap of frustrating stomps and hacks that can be done safely or suddenly. It infuriates opponents to get launched again and again, from very different attacks, and to face all manner of nasty juggles. Yoshimitsu, Yunsung, and Maxi are all good at making opponents grit their teeth, but Yoshimitsu actually has the command list and timing to bring it together. Inexperienced players often underestimate Yoshimitsu; very few high-level players do.



WEAKNESSES

Does Yoshimitsu have weaknesses? Sure he does, though many of them are somewhat subjective. Much like people who play defensively and win, Yoshimitsu players face a strange dilemma. People don't seem to give Yoshimitsu the same level of respect and appreciation that they give to Taki, Xiaoghua, Ivy, and some of the other characters with incredible potential. Even Cervantes, who is hard to play and not exactly easy on the eyes, gets a fair measure of approval from fans and foes alike. Yoshimitsu, however, seems to get trashed and ribbed more than he deserves. Yoshimitsu isn't particularly cheap and he certainly isn't weak, but he is mocked despite this. More important for his players, they don't get as much attention and love from other players either.

Many of the other weaknesses can be negated with enough play. Yoshimitsu has a fairly weak selection of moves at long range, having to rely on charged attacks to close the distance quickly. This is fine as long as players vary which attacks they use and occasionally move back in manually. Beyond that, Yoshimitsu only needs to worry about this against foes that have suitable long-ranged attacks of their own. Otherwise, Yoshimitsu can sit down and heal himself until his opponent decides that this is entirely unfair and comes to take a piece out of the resting Ninja.

Yoshimitsu's command list does not lend itself to intuitive and immediate natural combos. It takes a fair bit of time to learn how to move between his various high and low strings, and what to do against various attackers. This isn't rare or unique to Yoshimitsu, but it isn't very rewarding to play the odd ninja until quite a few moves are memorized.

PATH TO MASTERY

Yoshimitsu is the perfect character to throw into a team set to break up opponents' flow. Study some of the more advanced tactics with him to really scare defenders.

Using Yoshimitsu's Speed

Yoshimitsu has everything that is needed to be played as a fast character. Against all but the most fiery foes in the game (Taki, Talim, Xiaoghua), Yoshimitsu can outpace opponents and keep the initiative with basic pokes, mixups, and sudden attack shifts. These advantages are especially profound against anyone with substantial startup times for their moves (Yunsung, Raphael, Astaroth, Nightmare).

Rapid Gale (⊗⊗) is the most basic of Yoshimitsu's attacks. Two quick horizontals that allow him to recover quickly are ideal for interrupting foes or changing speed from more powerful attacks to something hasty. Rapid Gale also can limit evasion in close range, and train defenders to duck for the best chance to survive. That is why any good mid mixup is going to make heavy use of Rapid Gale even better.

To complete the speedy lineup, Sword Spirit Lower (⇔⊗♘), provides a low thrust with visual misdirection, speed, and even more confusion for an opponent who hesitates. Once the targets have learned to stop ducking those Rapid Gales, hit them with Sword Spirit Lower thrusts to cut their feet.

To begin a string and apply some pressure, try Firmiana Branch (⇨⇨⊗) and Meditation (⊗+✱). This forces some people to block, allowing several followups. Parting Grass (♘⊗ While Rising ✱) or Lunging Sweep (♘⊗ While Crouching ↘⊗) continues the combo with several options.

Knee Bash (⇦⇦⊗) has the speed and range to interrupt opponent pressure attacks and charges. Lunging Sweep (While Crouching ↘⊗) is another signature move that can be used to interrupt high attacks or attacking prone opponents.

For a potent move that tracks even when it shouldn't, use Poison Wind and Cyclone Lift (⇗⊗+✱ (flip) ⇗⊗+✱). Yoshimitsu will track after his flip, attacking with unfair timing. To complete the move, allow the first stage of the attack to execute, then hold down ✱ after the flip. Press (⇗⊗) while continuing to hold ✱ down and the normal delay after the move's execution will be circumvented.

Great Yoshimitsu Launches

It doesn't take very long for a Yoshimitsu player to find some of his rewarding launchers. Yoshimitsu has a fair number of these, and most of them are useful without exposing the ninja to easy punishment.

Hayabusa (While Rising ⊗) is a simple launcher that hits mid, does high damage when combined with its juggles, and can catch many defenders. This jumping knee attack is a perfect way to come out of a crouch after an opponent whiffs their high slice. Using Instant Full Crouch efficiently makes it much easier to slam someone with Hayabusa, but a fast guard and crouch can be good enough for the well-trained players. Zig-Zag (⇨⊗⊗) makes for a brainless yet entirely successful juggle off of Hayabusa.

Hoarding Wealth (↘⊗⊗) is another mid launcher, though its abuse potential is minimal if it is used without looking for the best opening. Instead of trying for Hoarding Wealth outright, it is more effective as a counter, after blocks or perhaps a Guard Impact. After this launch, Zig (⇨⊗) is a good option; Mid Kick (↘⊗) is safer against some wary victims, and Bullet Cutter (⇦⊗❶) acts as a massive source of pain if used on rare occasions.

Kangaroo Kick (⇗⊗) is slow enough to be spotted quickly and countered. However, this should not remove it from a person's lineup. Foes who get used to Yoshimitsu's other launchers and fast attacks can be trained to respond too quickly. Kangaroo Kick will easily cause people to whiff secondary Guard Impacts, making it nifty after getting one's own Guard Impact against an attacker.

Unblockables That Work

Though Yoshimitsu has a busload of Unblockables, there are a few that are worth more time and integration into a person's normal game. Bullet Cutter, as mentioned above, is good for surprise use in a post-juggle situation. Because this move can be held for a long time, Yoshimitsu can release the swing at almost any stage of the charge. Even better, Bullet Cutter has a very low critical time to be counted as unblockable; Yoshimitsu doesn't have to charge the blow all the way for it to gain that property.

Turning Suicide (⇦⇦❶+❷) does damage galore and is extremely fast for an unblockable. Sadly, for Yoshimitsu at least, there is a huge price to pay for this. Yoshimitsu tends to skewer himself in the process of things. There are still major ways to abuse Turning Suicide. For one, it doesn't matter if Yoshimitsu has only a single sliver of health when he initiates the attack; the blow will have full force against anyone struck. Add that to the fact that a double knockout will always favor Yoshimitsu when this attack is used. That makes Turning Suicide a perfect last-ditch move when Yoshimitsu has his back figuratively against the wall. Win or die with honor, and either way is a better alternative than taking a heel stomp to end the fight.

The Deathcopter (⇘Ⓐ+Ⓚ) is not useful too often, but it's a shame not to use here and there. Yoshimitsu can cover ground at long range without too much risk of retaliation, and the actual landing is the main time when he is exposed. If Yoshimitsu doesn't try to attack out of Deathcopter, the move has a lot more potential for safe and amusing closing. Using the Deathcopter Trick (During Deathcopter ⇦) can throw people's timing off even more, though it won't be a sudden way to safely crush a defender who has seen it all before.

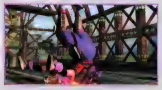
Bullet Cutter (⇨Ⓚ❶) when used as an Unblockable attack has the advantage of covering a number of opponent options. If this is used on very rare occasions, during opponent wakeups or Quick Rolls, it has a chance to hit safely.

Moon Sault Slayer (⇘ ⇦ ⇨Ⓑ) is a deceptive move that has range and closes aggressively. This gets Yoshimitsu into position against heavy and slower characters especially well.

Incredible Throws

Yoshimitsu explodes into even his normal throws without as large a window for throw breaks. Even the slightest edge in this regard makes it very lucrative for Yoshimitsu players who have learned to work many throws into their game. Beyond these basic, fast throws, Yoshimitsu has several special throws. Soul Siphon (⇨Ⓚ+Ⓖ) may be an odd throw to enter, but the health recovery that takes place in this move has mind games written all over it. Defenders already hate throws, but a throw with health siphoning potential is simply haunting. Do this a couple of times and foes will be trained to crouch, thus preparing for Yoshimitsu's mids.

Because Yoshimitsu is so fast to punish Side Steppers with his fast horizontals, foes are boxed into a more linear match. Rapid Gale (Ⓐ+Ⓚ) and Parting Grass (⇘Ⓐ) keep frustrating the opponent into a position of retaliation. If the defender tries to counter with some fine blocking, Guard Impact attempts, or fast verticals, it opens the way for a Side Step and throw attempt by Yoshimitsu. This works so often with the ninja that it becomes a fair portion of his game against anyone who doesn't crouch brilliantly. And, even against people who have a safe crouch tendency, Yoshimitsu's host of mid launchers takes the place of his throws. Either way poses great danger for the defender, making it almost impossible for them to survive if they cede the initiative.



YOSHIMITSU STANCES

SWORD POGO

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓚ	Sword Pogo			Special Stance. Ⓚ to cancel.
Ⓐ	Rolling Spark	L	32	
Ⓚ or Directional Input	Pogo Hop	M	45	Possible to hold Ⓚ.
Ⓑ	Kangaroo Kick	M	33	
⇨ Ⓐ+Ⓑ	Pogo Rush	L L L	16, 16, 16	➡ Ⓐ+Ⓑ to increase distance.
Ⓐ+Ⓑ	Skull Splitter	H	22–30	Possible to hold.
Ⓑ+Ⓚ	Meditation			Special Stance. Shift to Meditation.

MEDITATION

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓑ+Ⓚ	Meditation			Special Stance. Ⓚ to cancel. Recover health.
⇦ or ⇨	Warp			Special Movement.
Ⓐ	Warp Rolling Shark	L	32	
Ⓑ	Warp Moon Slayer	M	30	Unblockable.
Ⓑ	Warp Kangaroo Kick	M	35	
Ⓐ+Ⓑ Ⓚ	Warp Shark Attack	H M	30, 25	
❷+❶ ⇨	Shark Deathcopter	H–M	30, 70	Unblockable.
⇧	Sword Pogo			Special Stance. Shift to Sword Pogo.

If foes are at long range and don't have the chance to launch an attack, there is no reason for Yoshimitsu not to grab a spot of health. Meditation (Ⓑ+Ⓚ) is the means to this end, and it annoys opponents into actions. This should be used and abused against defensive players to invite them forward.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ Ⓐ	Rapid Gale	H H	13, 16	Ⓑ during first hit to cancel.
↙ Ⓐ Ⓐ Ⓐ Ⓐ	Stone Fist	M M M M M	18, 15, 15, 15, 15	
↓ Ⓐ	Parting Grass	SM	13	
↘ Ⓐ Ⓑ	Harding Wealth	M M	23, 23~25	Possible to delay second hit.
← Ⓐ Ⓐ Ⓐ Ⓐ	Stone Backhands	H H H H H	18, 15, 15, 15, 15	
← ↓ Ⓐ	Mouthless	M	28	
→ Ⓐ	Gale	H	16	
→ ↓ Ⓐ	Flagstaff	M	30	
↓ ↙ ← Ⓐ	Sword Sweep	L	38	
Ⓑ Ⓑ	Rapid Grace	M M	17, 19	Ⓒ during first to hit cancel.
Ⓑ Ⓐ	Ninja Blade Rush	M	20~69	Attack Throw on close-range Counter hit.
↙ Ⓑ	Death Slash	M	25~78	↙ Ⓑ for Unblockable.
↓ Ⓑ	Autumn Drizzle	M	18	
↓ Ⓑ Ⓐ	Manji Carve Fist	SM	13	
↘ Ⓑ	Chrissmen	M	25~31	Possible to hold.
← Ⓑ	Sleet	M	35	
→ Ⓑ	Sword Spirit Mid	M	24	
→ Ⓑ ↓	Sword Spirit Lower	L	22~26	
→ Ⓑ ↑	Sword Spirit Upper	H	30	
→ → Ⓑ	Firmiana Branch	M	25	
→ → Ⓑ Ⓑ+Ⓚ	Firmiana Solar Kick	M M	25, 20	Depending on button input timing, cancel first hit. → → Ⓑ Ⓑ+Ⓚ to shift to Back Facing Enemy.
→ → Ⓑ Ⓑ~Ⓚ Ⓐ~Ⓚ	Firmiana Shak Attack Combo	M M H	25, 20, 35	
→ → Ⓑ Ⓑ~Ⓚ → Ⓐ+Ⓚ	Firmiana Deathcopter	M M H~M	25, 20	Unblockable. → → Ⓑ Ⓑ+Ⓚ → Ⓐ+Ⓚ or ↓ Ⓐ to change distance of fourth hit.
← ← Ⓒ	Sword Impale	M	110	Unblockable. Ⓒ to cancel.
← ← → Ⓒ Ⓐ	Spinning Sword	M M M M M M M	24, 18 (x7)	Ⓒ to cancel.
← ← → Ⓒ	Helm Splitter	H	27	Possible to delay.
↓ ↘ → Ⓒ	Moon Sault Slayer	M M	48	Unblockable.
Ⓒ Ⓒ Ⓒ	Triple Spin Kick	H H H	15, 19, 26	Ⓒ during first hit to cancel.
↙ Ⓒ	Kangaroo Kick	M	35	
↓ Ⓒ	Sweep Kick	L	12	
↘ Ⓒ	Mid Kick	M	20	
← Ⓒ Ⓑ	Bullet Cutter	M M	26, 30~78	← Ⓒ Ⓓ for Unblockable second hit.
→ Ⓒ	Zig	H	47	
→ Ⓒ Ⓒ	Zig-Zag	H M	47, 50	
→ Ⓒ ↓ Ⓒ	Double Zig	H L	47, 22	
→ → Ⓒ	Knee Bash	M	32	
Ⓐ+Ⓑ	Sword Pogo			Special Stance. Shift to Sword Pogo.
↓ Ⓐ+Ⓑ	Digging Spirit	M	30	Possible to hold. ↓ Ⓐ+Ⓑ Ⓐ to shift to Sword Pogo.
↓ Ⓐ+Ⓑ Ⓑ	Digging Cyclone	M M	30, 15	
→ Ⓐ+Ⓑ	Back Hand	H	18	→ Ⓐ+Ⓑ to shift to Soul Siphon (during hit, or when enemy guards).
↙ Ⓐ+Ⓑ	Deathcopter	M	70	Unblockable.
During Deathcopter ↓	Deathcopter Attack	M	43	Unblockable.

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ	Jaw Smash	55	Ⓐ to escape throw.
Ⓑ+Ⓚ	Nimbus	65	Ⓑ to escape throw.
Left Throw	Elegant Storm	65	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw	Manji Ninjitsu Blade	65	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw	Tornado Drop	75	Impossible to escape throw (except Voldo and Astaroth).
→ → Ⓐ+Ⓚ	Oni Killer	65	Ⓐ to escape throw.
↓ ↙ ← Ⓐ+Ⓚ	Rainbow Drop	70	Ⓐ to escape throw.
→ Ⓑ+Ⓚ	Soul Siphon	30	Ⓐ to escape throw. Recovers Health.

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
During Deathcopter ←	Deathcopter Trick	M	66	Unblockable. Damage changes depending on air time.
↑ or ↖ Ⓐ+Ⓑ	Sudare Wheel	M	30	
→ → Ⓐ+Ⓑ	Crying Spirit Sword	M	54	Ⓑ to cancel. → → Ⓐ+Ⓑ Ⓐ to cancel, shift to Sword Pogo. → → Ⓐ+Ⓑ Ⓑ to cancel, shift to Meditation.
→ → Ⓐ+Ⓑ ↓ Ⓑ	Crying Spirit Sword to Death	L	28	Cancel first hit.
Ⓑ+Ⓚ	Meditation			Special Stance.
↙ Ⓑ+Ⓚ	Cyclone Lift	M	15	
↘ Ⓑ+Ⓚ	Circlum	M	32	
← Ⓑ+Ⓚ	Spinning Evade			Special Action. Ⓑ or Ⓚ additional inputs to increase number of rotation. Drains health. Ⓐ to shift to Sword Pogo. ↓ Ⓑ to shift to Meditation.
← ← Ⓑ+Ⓚ	Ninja Sun Flare	M	44	← ← Ⓑ+Ⓚ Ⓐ to shift to Sword Pogo. ← ← Ⓑ+Ⓚ Ⓑ to shift to Meditation. Ⓒ to cancel.
→ Ⓑ+Ⓚ Ⓑ Ⓑ Ⓑ	Door Knocker	M H H M	22, 14, 16, 31	Possible to delay second, third, and fourth hit.
↗ Ⓑ+Ⓚ	Poison Wind	M	22	↗ Ⓑ+Ⓚ ← to Step Back after hit. ↗ Ⓑ+Ⓚ Ⓐ to shift to Sword Pogo. ↗ Ⓑ+Ⓚ Ⓑ to shift to Meditation.
↗ Ⓑ+Ⓚ Ⓚ	Steel Wind	M M	Possible to delay second hit. ↗ Ⓑ+Ⓚ Ⓚ ← to Step Back after hit. ↗ Ⓑ+Ⓚ Ⓚ Ⓐ to shift to Sword Pogo. ↗ Ⓑ+Ⓚ Ⓚ Ⓑ to shift to Meditation.	
→ → Ⓑ+Ⓚ	Solar Kick	M	35	→ → Ⓑ+Ⓚ Ⓑ to shift to Back Facing Enemy.
→ → Ⓑ+Ⓚ Ⓐ+Ⓚ	Shark Attack	M H	35, 30	
→ → Ⓑ+Ⓚ Ⓐ+Ⓚ Ⓑ Ⓚ	Shark Attack Combo	M H M	35, 30, 25	
→ → Ⓑ+Ⓚ → Ⓐ+Ⓚ	Shark Deathcopter	M H~M	35, 30, 66	Unblockable. → → Ⓑ+Ⓚ → Ⓐ+Ⓚ → or ↓ Ⓐ to change distance of fourth hit.
While Down Facing Up	Meditation			Special Stance. Shift to Meditation.
Ⓐ+Ⓑ	Yoshimitsu Flash	M	23	Guard Impact properties (vs. High/Mid).
→ → Ⓐ+Ⓑ	Fake Turning Suicide			Special Action. → → Ⓐ+Ⓑ Ⓑ to shift to Sword Pogo.
→ → Ⓐ+Ⓑ	Turning Suicide	M	122	Unblockable. Drains health.
↓ Ⓐ+Ⓑ	Standing Suicide	M	122	Unblockable. Drains health.
During Turning Suicide or Standing Suicide, Ⓐ Ⓐ Ⓐ	Manji Blood Petals	M M M M	122, 25, 25, 25, 25	Unblockable. Drains health.
Ⓚ+Ⓔ or ← Ⓚ+Ⓔ	Iron-Fist Possession			Random moves from list below.
	Deadly Boomerang	H		
	Slap	H		Ⓐ for additional attack (H).
	Drunken Master Walk			Special Movement. Evade properties. Spinning evade during Vertical/thrust evade. During Horizontal (Mid) evade, shift to Deathcopter.
	Force	M		Unblockable.
	Heaven Divide	M		Unblockable.
	NG Somersault			Special Action. ↑ Ⓐ+Ⓑ+Ⓚ to attack (M/M).
	Shadow Step			Special Movement.
	Burning Knuckle	M		Unblockable.
	Greetings	M		Unblockable. Ⓒ to cancel.
	Blazing Kick	M		
	Lightning Uppercut	M		Unblockable. Possible to hold.
	Stone Breaker	M		
	Flop			Special Action. Miss.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Sunflower	M	35	
Ⓑ	Tungjind Blade	M	25	
Ⓒ	Hayabusa	M	28	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Demon Ravage	L	25	
Ⓑ	New Moon	M	42	
Ⓒ	Sleet	M	25	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Parting Grass	SM	15	
Ⓑ	Snowflake	M	18	
↘ Ⓑ	Heretic Sword	M	35	
Ⓒ	Torrent	L	12	
↙ Ⓒ Ⓒ Ⓒ Ⓒ	Spinning Low Kick	L L L L L L	14,11,11,11,11	
↘ Ⓒ	Lunging Sweep	L	22	
↘ Ⓑ+Ⓒ	Circlum	M	32	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ	Flagstaff	M	30	
➡ or ↗ or ↘ Ⓑ	Firmiana Branch	M	25	
➡ Ⓑ Ⓑ+Ⓒ	Firmiana Solar Kick	M M	25, 20	Depending on button input timing, cancel first hit. ➡ Ⓑ Ⓑ+Ⓒ to show back to enemy.
➡ Ⓑ Ⓑ+Ⓒ Ⓐ+Ⓑ	Firmiana Shark Attack	M M H	28, 30	
➡ Ⓑ Ⓑ+Ⓒ Ⓐ+Ⓑ Ⓒ	Firmiana Shark Attack Combo	M M H M	35, 20, 25	
➡ Ⓑ Ⓑ+Ⓒ ⇨ Ⓐ+Ⓓ	Firmiana Shark Deathcopter	M M H–M	35, 20, 25, 66	Unblockable. ➡ Ⓑ Ⓑ+Ⓒ ⇨ Ⓐ Ⓓ ⇦ or ⇩ to change distance of fourth hit.
➡ or ↗ or ↘ Ⓑ Ⓐ	Ninja Blade Rush	M	20–45	Attack Throw on close-range Counter Hit.
➡ Ⓒ	Sliding	L	28	Sliding.
➡ or ↘ or ↙ or ⬅ Ⓐ+Ⓑ	Crying Spirit Sword	M	54	Ⓒ to cancel. ➡ or ↘ or ↙ or ⬅ or ➡ Ⓐ+Ⓑ Ⓐ to cancel, shift to Sword Pogo. ➡ Ⓐ+Ⓑ Ⓐ to cancel, shift to Meditation.
➡ Ⓐ+Ⓑ ⇩ Ⓐ	Crying Saint Sword to Death	L	28	First part cancelled.
➡ Ⓑ+Ⓒ	Solar Kick	M	35	➡ Ⓓ+Ⓐ Shift to Back Facing Enemy.
➡ Ⓑ+Ⓒ Ⓐ+Ⓑ	Shark Attack	M H	35, 30	
➡ Ⓑ+Ⓒ Ⓐ+Ⓑ Ⓒ	Shark Attack Combo	M H M	35, 30, 25	
➡ Ⓑ+Ⓒ ⇨ Ⓐ+Ⓔ	Shark Deathcopter	M H M	35, 30, 66	Unblockable. ➡ Ⓑ+Ⓒ ⇨ Ⓐ Ⓔ ⇦ or ⇩ to change distance of third hit.
➡ Ⓐ+Ⓒ	Fake Turning Suicide			➡ Ⓐ+Ⓒ Ⓐ to shift to Sword Pogo.
➡ Ⓐ+Ⓓ	Burning Suicide	M	122	Unblockable. Drains health.
↗ or ↖ or ⇑ or ⇗ Ⓐ	Kalyuki	M	28	
↗ or ↖ Ⓑ+Ⓒ	Firmiana Solar Kick	M M	25, 28	Depending on button input timing, cancel first hit. ↗ or ↖ Ⓑ Ⓑ+Ⓒ to show back to enemy.
↗ or ↖ Ⓑ Ⓒ+Ⓐ+Ⓑ	Firmiana Shark Attack	M M H	25, 28, 30	
↗ or ↖ Ⓑ Ⓒ+Ⓐ+Ⓑ Ⓒ	Firmiana Shark Attack Combo	M M H M	25, 20, 35	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Splinter Gale	H	18	
Ⓑ	Reverse Drizzle	M	35	
Ⓒ	Reverse Kanagushi	H	23	

WHILE CROUCHING BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Reverse Grass Part	L	15	
Ⓑ	Reverse Snowflake	M	26	
Ⓒ	Reverse Dust Banishment	L	15	

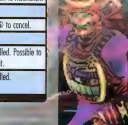
JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Demon Ravage	L	25	
Ⓑ	New Moon	M	44	
Ⓒ	Sleet	M	25	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ	Demon Reave	H	35	
Ⓑ	Quarter Moon	M	30	
Ⓒ	Ninnji Jump Kick	M	30	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↗ or ↖ Ⓑ Ⓑ+Ⓒ ⇨ Ⓐ+Ⓔ	Firmiana Shark Deathcopter	M M H–M	25, 20, 35–65	Unblockable. ↗ or ↖ Ⓑ Ⓑ+Ⓒ ⇨ Ⓐ Ⓔ ⇦ or ⇩ to change distance of fourth hit.
↗ or ↖ Ⓒ	Knee Bash	M	20	
↗ or ↖ Ⓐ+Ⓑ	Deathcopter	M	70	Unblockable. ↗ or ↖ Ⓐ+Ⓑ ⇦ or ⇩ to change distance of attack.
↗ or ↖ Ⓑ+Ⓒ	Circlum	M	34	
⇑ or ⇗ Ⓑ	Prayer	M	28	
⇑ or ⇗ Ⓒ	Whirlwind	H	24	⇑ or ⇗ Ⓒ Ⓒ to shift to Sword Pogo. ⇓ or ⇘ Ⓒ Ⓒ to shift to Meditation.
⇑ or ⇗ Ⓐ+Ⓑ	Sudara Wheel	M	31	
⇑ or ⇗ Ⓑ+Ⓒ	Cyclone Lift	M	16	
↖ or ↙ Ⓐ	Mist Banishment	L	38	
↖ or ↙ Ⓑ Ⓐ Ⓑ	Crying Hell Flames	M H M	22, 23, 49	Ⓒ during third hit to cancel. ↖ or ↙ Ⓑ Ⓐ Ⓑ Ⓒ to cancel third hit and shift to Sword Pogo. ↖ or ↙ Ⓑ Ⓐ Ⓑ Ⓑ to cancel third hit and shift to Meditation. ↖ or ↙ Ⓑ Ⓐ Ⓑ ⇩ Ⓐ to cancel third hit and shift to Crying Spirit Sword to Death (Low).
↖ or ↙ or ⬅ Ⓒ Ⓑ	Bullet Cutter	M M	26, 31–82	↖ or ↙ or ⬅ Ⓒ Ⓑ for Unblockable second hit.
↖ or ↙ Ⓐ+Ⓑ ⇩ Ⓑ	Crying Spirit Sword to Death	L	29	First part cancelled.
↖ or ↙ or ⬅ Ⓑ+Ⓒ	Ninja Sun Flare	M	44	Ⓔ to cancel. ↖ or ↙ or ⬅ Ⓑ+Ⓒ Ⓐ to shift to Sword Pogo. ↖ or ↙ or ⬅ Ⓑ+Ⓒ Ⓑ to shift to Meditation.
⬅ Ⓐ	Mauchless	M	28	
⬅ Ⓑ	Sword Impale	M	110	Unblockable. Ⓔ to cancel.
⬅ Ⓑ Ⓐ	Spinning Sword	M	24, 17	Ⓔ to cancel.
⬅ Ⓑ Ⓑ	Helm Splitter	H	27	First part cancelled. Possible to delay second hit.
⬅ Ⓐ+Ⓑ ⇩ Ⓑ	Crying Spirit Sword to Death	L	28	First part cancelled.



ASSASSIN

ELEMENTS OF STYLE

Assassin harkens back to the skills of Hwang, and is certain to draw the attention of Hwang's fans. Though people who haven't played the last game will see Assassin's similarities to Yunsung, there are many differences. Assassin lives by his kicks far more than Yunsung, and he has a pressure game that is, oddly enough, akin to Xianghua's.

Assassin has fairly specific spacing needs. He is a character with considerable power at medium range, and surprising close-range pressure. Because Assassin doesn't have much to offer at long range, he is forced to stick closely to enemies like Astaroth and Ivy. Fortunately, Assassin has mix-ups and combos to accomplish this.

Assassin is an aggressive character choice, requiring mobility and almost constant attack for his best routines to be realized. Harass and poke early on, then move to more powerful attacks as opponents give in to frustration.

PATH TO MASTERY

Assassin isn't available for Arcade Mode, but people may enjoy using him in VS Battle just to play around. Learning how to use Assassin reveals several intriguing moves that may be remembered from the previous game.

Maintaining Pressure

In the linear world, Assassin can advance using speed and power with ⇨ ⇨ ⑨⑧, saving the second hit for counter attack successes or other opportunistic moments. If foes try to Step Back away from this, or anticipate other linear attacks, try ⇦ ⇦ ④ for a shorter advance with a mid slash. This can slap Side Steppers in relative safety. After feigning a full assault, remember that Assassin has Yunsung's fairly potent ⇦ ⇦ ⑧ to retreat and lunge.

Use the fast Ⓚ+Ⓚ to stop a common charge. Switch to ⇦⇦Ⓚ+Ⓚ for a natural mix-up. If a Guard Impact war begins, consider more deceptively timed moves like ⇦+Ⓚ. Another possible counter attack is ⇩+Ⓚ+Ⓚ; this splatters opponents onto the ground whether the attack is a counter hit or not! Or, if the opponent is crouching for a low attack, use Ⓐ+Ⓚ to leap over the attack, traveling in a horizontal arc.

Assassin has a few moves with Ring Out potential that should be practiced. His versatile kick (⇩ or ⇧Ⓚ) can throw opponents back and to either side, depending on the direction of Assassin's Side Steps. This is extremely useful to threaten targets near edges. If they expect the kick, give them fast verticals and front kicks to lower their health and gain a further advantage.

Another Side Stepping move is (⇩ or ⇧Ⓚ), which comes in under high attacks and leaves the victim close for a follow-up attack. A more basic Ring Out attack that sends victims backward over the edge is ⇨⇦Ⓐ+Ⓚ.

Going Low

Assassin has a few low attacks that are useful to work into routines. ↙Ⓐ and ↙Ⓚ are fast enough to keep Assassin from eating return strikes. These two should be used to prepare mid attacks and cement Assassin's mind games. To inflict more damage, albeit with a great deal of risk, ↘Ⓐ can be a beauty.

After a successful block, buffer and attack with (↘ or ↗Ⓐ+Ⓚ). This natural mix-up does plenty of damage on its own, and it also launches the target if they eat the attacks. Prepare light juggling to increase the combo's effectiveness.

Another fun combo comes from ⇩Ⓐ+Ⓚ. Hitting S-Mid then Low, this attack is another way for Assassin to punish people who try to break his pressure game with fast and high attacks.

Launching Fun

As with almost every character, Assassin has a ↘Ⓚ launcher that is brief and simple. His more interesting launcher is Ⓡ+Ⓚ. For a simple juggle off of this, try Ⓡ+Ⓚ↘Ⓚ, then add (↙ or ↖Ⓡ) for an additional low attack every few times this combo is executed.

A riskier launch comes from Ⓐ+Ⓚ. Unlike Mitsurugi's version of the move, Assassin can double this attack with Ⓐ+Ⓡ Ⓐ+Ⓚ most of the time, depending on spacing. If the victims can't escape both blows from the second series, the damage is impressive.

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ,Ⓑ		H H M	14, 18, 21	
Ⓐ,Ⓐ,Ⓚ,Ⓚ		H H H M	14, 18, 16, 24	
Ⓐ,Ⓚ,Ⓑ		M M L	15, 18, 28	
Ⓐ,Ⓚ,Ⓚ		M M M	15, 18, 25	
⇨,Ⓐ		H	23	
⇨,⇨,Ⓐ		H	30	
↷,Ⓐ,Ⓐ,Ⓑ		L H M	22, 15, 46	
⇩,Ⓚ		SM	13	
↷,Ⓐ		L	43	
⇦,Ⓐ		H	37	
⇦,⇦,Ⓐ		M	26	
⇧,Ⓐ		H	28	
Ⓐ,Ⓑ		M M	18, 21	
Ⓑ,Ⓚ		M H	18, 21	
Ⓑ,⇨		H	27	
Ⓑ,Ⓚ		M M	23, 34	
⇗,Ⓑ		M	43	
⇨,Ⓑ,Ⓐ		H M	29, 20	
⇨,Ⓑ,Ⓑ		H L	29, 27	
⇦,⇨,Ⓑ,Ⓑ		M M	22, 35	
↷,Ⓑ		M	42	
⇩,Ⓑ		M	18	
↷,Ⓑ		M	43	
⇦,⇦,Ⓑ		M	40	
⇧,Ⓑ		M	26	
Ⓚ		H	12	
⇨,Ⓚ,Ⓚ		H M	16, 27	
⇦,⇨,Ⓚ,Ⓚ,Ⓚ		M M H	20, 24, 49	
↷,Ⓚ		M	21	
⇩,Ⓚ		L	25	
⇩,Ⓚ,Ⓚ		M	35	First hit is cancelled.
⇙,Ⓚ		L	14	
⇙,Ⓚ,Ⓚ		L	14, 21	
⇙,Ⓚ,Ⓐ,Ⓑ		L H M	14, 21, 27	
⇙,Ⓚ,Ⓚ,Ⓚ		L L M	14, 22, 27	
⇦,Ⓚ		H	27	
⇦,⇨,Ⓚ,Ⓚ		H L	43, 16	
⇧,Ⓚ		M	30	
Ⓐ+Ⓑ		M M	35, 29	
⇨,Ⓐ+Ⓑ		M M	15, 26	
⇨,⇨,Ⓐ+Ⓑ		M	45	
Ⓐ+Ⓚ		H H	24, 24	
⇩,Ⓐ+Ⓚ		SM L	25, 20	
Ⓑ+Ⓚ		M	25	
↷,Ⓑ+Ⓚ		M	28	
⇩,Ⓑ+Ⓚ		M	32	
⇦,⇦,Ⓑ+Ⓚ		M	78	Unblockable.

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		H	22	
Ⓑ		M	30	
Ⓚ		H	16	

WHILE RISING

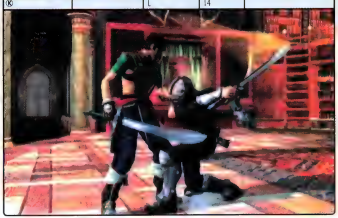
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		M	28	
Ⓑ,Ⓐ		L	28	
Ⓐ,Ⓑ		M M	30, 38	
Ⓚ		M	24	
Ⓐ+Ⓑ		M	40	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓑ,Ⓑ		M M	18, 27	
Ⓐ		SM	15	
Ⓑ		M	18	
Ⓚ		L	12	
Ⓑ,Ⓐ		L	28	
Ⓐ+Ⓑ		M	40	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	15	
Ⓑ		M	23	
Ⓚ		L	14	



JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		H	28	
Ⓑ		M	26	
Ⓚ		M	30	

THROWS

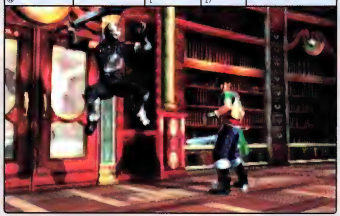
COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓚ		55	Ⓐ to escape throw.
Ⓑ+Ⓚ		55	Ⓑ to escape throw.
Left Throw		65	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw		60	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw		80	Impossible to escape (except Voldo and Astaroth).

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	27	
Ⓑ		M	30	
Ⓚ		L	75	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	27	
Ⓑ		M	29	
Ⓚ		L	27	



8-WAY RUN

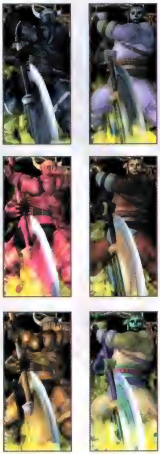
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡ Ⓐ		H	30	
➡ Ⓐ+Ⓑ		M M	22, 35	
➡ Ⓐ ⇨ Ⓑ		M M	22, 37	
➡ Ⓚ		L	28	Sliding.
⬈ or ➘ Ⓐ+Ⓑ		H M	24, 35	
⬈ or ➘ Ⓑ+Ⓑ		M M	30, 24	
⬈ or ➘ Ⓚ		M M	24, 24	
⬈ or ➘ or ➘ or ⬋ or ⬆ or ⬇ Ⓐ+Ⓚ		M	25	
➘ or ⬋ Ⓐ		L	39	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➘ or ⬋ Ⓑ		L	35	
➘ or ⬋ Ⓚ		L	27	
⬆ or ⬇ Ⓐ		H H	15, 18	
⬆ or ⬇ Ⓑ		H	30	
⬆ or ⬇ Ⓑ		M	35	
⬅ Ⓐ		M	24	
⬅ Ⓐ+Ⓚ		M	178	Unblockable. Ⓚ to cancel.
⬅ Ⓑ Ⓚ		H L	43, 16	
⬅ Ⓐ+Ⓑ		M	47	

BERSERKER

ELEMENTS OF STYLE

Berserker is similar to Astaroth. Many moves work for both characters, so anyone who enjoys Astaroth should be perfectly happy with Berserker. Neither character is a significant improvement over the other. Astaroth can abuse Poseidon Tide thoroughly; Berserker can do the same move, but it lacks the throw on impact, which dramatically reduces its power. Berserker has better basic throws, including one of the most wicked ground throws in the game. The safe bet is to try both characters and learn to love each of them.



PATH TO MASTERY

Anyone who has taken the exciting road to Astaroth supremacy is already three-quarters of the way to mastering Berserker. Learn Astaroth first, since he is more readily available, then pick up Berserker.

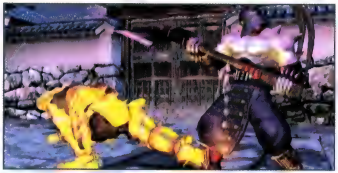
New Attacks and Combos

To disrupt any opponent's timing with a vengeance, it's possible to maneuver Berserker to throw twice in a row whether the first attempt misses or hits. This advances Berserker by a couple steps as well, making targets that were just out of range quite vulnerable. This is very useful!

Locking Poseidon Tide's throw component, Berserker needed something to make up for things. His ground throw (⇩ Ⓚ+Ⓟ) does just that. This throw only works if Berserker can grab the feet of his victim, but that is easy enough to set up. A good example of this is available after ⇨ Ⓚ Ⓚ; this puts the opponent on the ground in front of Berserker. Without delay, use ⇩ Ⓚ+Ⓟ to grab and throw the hapless victim. Timed well, this is one of the most brutal ground attacks in the game; it's much faster than it should be. Good news for Berserker, but bad news for his foes.

Berserker can extend his vertical combo with a simple Ⓚ Ⓚ Ⓚ; this covers a linear advance fairly well, though few opponents fall for the third hit too often. Don't use this attack against mobile opponents, but certainly push defensive players around with these vertical attacks; the force of the combo still pushes opponents back into Berserker's favorite range. In short, use this attack against players who don't Side Step or Guard Impact often, but ignore it when playing against well-trained foes.

Berserker's low sweep (⇩ Ⓚ+Ⓚ) is interesting to watch. Again, people who are expecting Astaroth's move may hesitate long enough for the attack to succeed.



COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓐ		H H	17, 24	Ⓐ,Ⓐ (Max) for Unblockable Attack Throw.
Ⓐ,Ⓐ,Ⓑ		H M M	17, 20, 31	
⇨ Ⓐ		H	14	
⇨ Ⓐ,Ⓑ		H M	14, 36	⇨ Ⓐ,Ⓑ (Max) for Unblockable Attack Throw.
⇨ ⇨ Ⓐ		M	31	
⇨ ⇨ Ⓐ,Ⓑ		M M	31, 43	
↘ or ↙ Ⓐ		H	37–55	↘ or ↙ Ⓐ (Max) for Unblockable.
⇩ Ⓐ		L	22	
↙ Ⓐ		L	41	
↙ Ⓐ,Ⓐ		L L	43, 25	
↙ Ⓐ,Ⓑ		L M	43, 58	
⇩ ↙ ⇦ Ⓐ,Ⓐ,Ⓐ		M M M M	18, 9, 9, 25	
↖ or ↙ Ⓐ		H	35	
⇦ Ⓐ		H	25	
Ⓐ,Ⓑ,Ⓑ		M M M	22, 25, 31	
Ⓐ,Ⓐ or Ⓑ ⇧ Ⓐ		M H	22, 27	
Ⓑ,Ⓑ		M M	22, 25	
Ⓑ ⇨ Ⓚ		M	18, 25	
⇨ Ⓑ		M	32	
⇨ ⇨ Ⓑ		H	49	
↘ Ⓑ		M	38	↘ Ⓑ (Max) for Unblockable.
⇩ Ⓚ		M	31	Possible to hold.
↙ Ⓚ		L	31	
⇦ Ⓚ		M	27–29	Possible to hold.
⇦ ⇦ Ⓚ		M	45–80	⇦ ⇦ Ⓚ (Max) for Unblockable.
⇦ ⇨ Ⓑ ⇧ or ⇩ Ⓚ		M M	45, 36	
↖ or ↙ Ⓚ		M	37	
↙ Ⓑ		M	63	
Ⓚ		H	20–27	Possible to hold.
Ⓚ,Ⓑ		M	42	
⇨ Ⓚ		M	25	
⇨ ⇨ Ⓚ		M	35–47	Possible to hold.
↘ Ⓚ,Ⓐ		M H	18, 40	Possible hold first and second attack.
⇩ Ⓚ		L	14	
↙ Ⓚ		L	27	
⇦ ⇦ Ⓚ		M	31	
↖ or ? or ↙ Ⓚ		M	25	
Ⓐ+Ⓚ or ⇧ Ⓐ+Ⓚ		M	32	
⇨ Ⓐ+Ⓑ		M	46	
↘ Ⓐ+Ⓑ		H	40–49	Possible to hold.
⇦ Ⓐ+Ⓑ		M M	28	
⇦ Ⓐ+Ⓑ,Ⓚ		M M M	19, 9, 44	
⇩ Ⓐ+Ⓚ		L	27	
⇨ Ⓑ+Ⓚ		H	33–45	Possible to hold. Guard Impact properties (vs. High/Mid)
⇩ ↘ ⇨ Ⓑ+Ⓚ		M	108	Unblockable. Ⓡ to cancel.

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ,Ⓑ		L M	18, 47	
Ⓑ		SM	23	
Ⓚ		L	14	
↘ Ⓚ		M	31–42	Possible to hold.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓡ,Ⓐ		M L	21, 46	
Ⓑ		M	29	
Ⓐ		H	27	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		H	22	
Ⓑ		M	20	
Ⓚ		H	31	
Ⓑ+Ⓚ		M	35	

WHILE CROUCHING, BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	18	
Ⓑ		M	25	
Ⓚ		L	16	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		H	35	
Ⓑ		M	37	
Ⓚ		M	25	

THROWS

COMMAND	MOVE NAME	DAMAGE	NOTES
Ⓐ+Ⓖ		63	Ⓐ to escape throw.
Ⓑ+Ⓖ		63	Ⓑ to escape throw.
⇩ ↙ ⇦ Ⓚ+Ⓖ		44	Ⓚ to escape throw.
⇩ ↙ ⇦ Ⓚ+Ⓖ ⇧ or ⇳ Ⓐ+Ⓑ		37	Ⓚ to escape throw.
⇨ Ⓐ+Ⓖ or Ⓑ+Ⓖ		70	Same button as throw (Ⓐ or Ⓑ) to escape.
⇩ Ⓐ+Ⓖ		56	Ⓐ to escape throw.
⇩ Ⓑ+Ⓖ		56	Ⓑ to escape throw.
Left Throw		78	Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw		53	Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw		73	Impossible to escape (except Valda and Astaroth).

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	28	
Ⓑ		M	39	
Ⓚ		L	21	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	25	
Ⓑ		M	38	
Ⓚ		L	21	

8-WAY RUN

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇨ or ⇗ or ⇘ Ⓐ		M	41	
⇨ Ⓑ		M	49	
⇨ Ⓚ	Slide	L	37	
⇨ Ⓑ+Ⓚ		H	33	
⇗ or ⇘ Ⓑ		M	57	
⇗ or ⇘ Ⓚ		M	33–45	Possible to hold.
⇗ or ⇖ or ⇑ Ⓐ+Ⓑ		H	37	
⇖ or ⇙ Ⓐ		L	43	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ or ⇙ or ⇖ Ⓑ		M	45	
⇖ or ⇙ Ⓚ		L	27	
⇖ or ⇙ or ⇓ or ⇗ or ⇑ or ⇘ Ⓐ+Ⓑ		H	44–85	Ⓐ+Ⓑ (Max) for Unblockable.
⇑ or ⇓ Ⓐ Ⓐ		M M	27, 27	
⇑ or ⇓ Ⓑ		M	57	
⇑ or ⇓ Ⓚ		M	42	

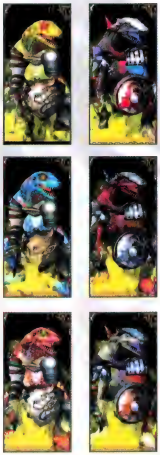
LIZARDMAN

ELEMENTS OF STYLE

As with the other limited characters, Lizardman closely resembles an existing character. In this case, Sophitia is the mold from which Lizardman was cast. Though the scaly reptile won't win as many beauty contests, his attacks and combos are quite good. Indeed, he has just enough different mix-ups and combos to rise above some of the weaker characters. That doesn't mean that people will find him as useful as either of the valkyrie-inspired sisters, but playing as Lizardman is certainly a good time.

PATH TO MASTERY

Play with Sophitia first before turning to Lizardman. This provides a strong base to work off of when switching to the scaly warrior.

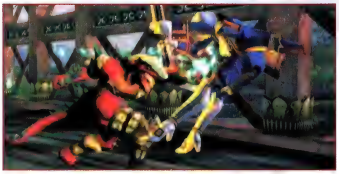


Common Moves

Lizardman is a reactive character—he has many good responses to problems. That doesn't make him the easiest character to win with as active playing is generally easier than reactive playing. Still, it's fun to meet foes head on while thwarting their best attacks.

For counter hit potential, look at the speed and possibilities of ⇨Ⓐ at close range, perhaps against incoming Side Step attacks. Or, try Ⓑ⇨. Lizardman stays low, in a crouch, while slamming a mid punch into opponents. For a motherload of damage, Lizardman can mimic Cassandra's most famous move with his crouch dash. Come forward, under high attacks and blast opponents with ⇩↘⇨Ⓐ. Against a charge, use ⇦⇦Ⓐ. Though slow (⇩ or ⇧ Ⓚ) is a crouch that pushes opponents backward if they are struck.

After a Guard Impact, Lizardman can wreak havoc because so many of his attacks can be held. Try variations of ⇦Ⓐ against defenders who are hoping for a secondary Guard Impact. Another good fake comes from ⊙Ⓚ+Ⓐ; the impact from this powerful slash spins opponents around, giving Lizardman a bit more time to maintain pressure. For a stagger attempt, try ⇦⇦❹.



Sophitia's ground stabs (⇩+Ⓑ⇩Ⓑ⇩Ⓑ) are more interesting with Lizardman, unfortunately people won't fall for his ending mid headbutt too many times. The best way to raise his chances of scoring with his skull would be to follow one or two strikes with a mix of high and low attacks. If Lizardman almost never finishes the natural combo, defenders won't be able to anticipate the final mid. Even then, this is a treat that won't pay for itself often enough.

To lunge, use ⇨⇨Ⓐ+Ⓚ. This gives Lizardman more range than people give him credit. Whether attempting a counter hit against long-range foes, or stopping a charge, Lizardman will be very happy behind this linear thrust.

Deceptive Reptile

There are a fair number of low moves that start high and are hard to anticipate, but (➡Ⓐ) looks like a low attack without being one. This rare combination gives Lizardman a moderate edge while defenders adjust. Lizardman has another attack that is similar in its hit location (⇙Ⓑ).

For speed that gets opponents off their timing, attack with ⇦Ⓑ. Annoy defenders with this attack before trying a slower and more risky attack like (⇙ or ⇘Ⓚ), which kicks very low.

Though hard to use effectively, ⇗Ⓑ+Ⓚ has to be one of the most amusing attacks. Because this move can be guard cancelled, there is no reason not to confuse other players with this move now and then.

Launching and Juggling

Lizardman has many of the same launchers that Sophitia enjoys. ⇘Ⓑ is simple. ⇦⇦Ⓑ is defensive and offers a keen response when defenders don't advance far enough to compensate for a Step Back. ⇨⇨Ⓑ gives the victim a major blast of height, offering added juggle time.

After using a ⇘Ⓑ, use a simple ⒶⒶⒷ for added damage. Keep it simple after using ⇨⇨Ⓑ, follow with Ⓐ+Ⓑ.

For a difficult combo use ⇨⇨Ⓑ+Ⓚ (Short Delay) ⒶⒷ. This combo launches the target and piles the damage onto them without mercy.

LIZARDMAN STANCES

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↓ ↘ ⇨				Special Action. Possible to repeat.
↓ ↘ ⇨ Ⓐ+Ⓐ		M L	37, 28	
↓ ↘ ⇨ Ⓑ		M	50	
↓ ↘ ⇨ Ⓧ+Ⓧ		M M M M	32, 36	
↓ ↘ ⇨ Ⓧ+Ⓨ+Ⓐ		M M M M L	32, 36, 21	
↓ ↘ ⇨ Ⓧ+Ⓨ+Ⓐ+Ⓑ		M M M M L M	32, 36, 21, 29	
↓ ↘ ⇨ Ⓧ+Ⓨ+Ⓑ		M M M M M	32, 36, 45	
↓ ↘ ⇨ Ⓧ+Ⓨ+Ⓧ		M M M M M	32, 36, 28	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
↓ ↘ ⇨ ↓ or ↑				Special Action.
↓ ↘ ⇨ ↓ or ↑ Ⓐ+Ⓐ		M L	37, 29	
↓ ↘ ⇨ ↓ or ↑ Ⓐ+Ⓐ+Ⓐ		M M M	40, 13, 18	
↓ ↘ ⇨ ↓ or ↑ Ⓧ+Ⓧ		M M	25, 30	

COMMAND LIST

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ+Ⓐ		H H	13, 16	
Ⓐ+Ⓑ+Ⓑ		H H M	13, 11, 38	
Ⓐ+Ⓑ+Ⓚ		H H L	13, 11, 20	
Ⓐ+Ⓚ		H L	13, 19	
⇦ Ⓐ+Ⓚ		M M	21, 30	
⇨ ⇨ Ⓐ		M	36	
↘ Ⓐ		M	23	
↓ Ⓐ		SM	13	
↙ Ⓐ+Ⓐ		L M	25, 29	
⇦ Ⓐ+Ⓐ+Ⓐ		H L M	25, 23, 28	
⇦ Ⓐ+Ⓐ+Ⓑ		H L M	25, 23, 27	
⇦ Ⓐ+Ⓑ		H M	25, 45	
⇦ ⇦ Ⓐ		M	25	Possible to hold.
↖ or ↑ or ↗ Ⓐ		H	33	
Ⓑ+Ⓑ		M M	16, 25	
Ⓑ+Ⓚ		M M	16, 22	
Ⓑ ↓ Ⓑ+Ⓚ+Ⓡ+Ⓢ		L L L L M	15, 7, 7, 7, 50	
Ⓑ ↓ Ⓑ+Ⓚ+Ⓡ+Ⓢ		L L L L M	15, 7, 7, 7, 20	
Ⓑ ↓ ⇨ Ⓑ		L M	15, 50	
⇨ Ⓑ		M	35	
⇨ ⇨ Ⓑ		M	36	
↘ Ⓑ		M	32	
↓ Ⓡ+Ⓢ		SM M	16, 50	
↙ Ⓑ		M	18	

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
⇦ Ⓑ		M	31	
⇦ ⇦ Ⓑ		M	32	
Ⓚ		H	16	
⇨ ⇨ Ⓚ		M	45–66	Possible to hold.
↘ Ⓚ		M	23	
↓ Ⓚ		L	12	
↙ Ⓚ		L	30	↙ Ⓚ for additional attack. (Low).
⇨ Ⓚ		M	30	
⇦ ⇦ Ⓚ		M	27	
Ⓐ+Ⓡ		H	38	
Ⓐ+Ⓧ+Ⓨ		M	36	
Ⓡ+Ⓧ+Ⓨ		M M	30, 50	
⇨ ⇨ Ⓡ+Ⓧ+Ⓐ+Ⓑ		M H M	23, 18, 21	Possible to delay second and third kicks.
↙ Ⓑ+Ⓚ		M	46	Unblockable. Ⓡ to cancel.
⇦ Ⓑ+Ⓚ		M	37–45	Possible to hold.
⇦ Ⓑ+Ⓚ+Ⓢ		M	27	Shift to down on the ground face down position.
Ⓐ+Ⓡ		M	30	
↘ Ⓐ+Ⓡ		M M	14, 27	
↑ Ⓐ+Ⓡ		M	35	
↑ Ⓡ+Ⓢ		M	55	Unblockable. Ⓡ during hold to cancel.

WHILE RISING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		M	32	
Ⓑ		M	18	
Ⓚ		M M	16, 16	
Ⓐ+Ⓡ		M	32	Possible to hold.
Ⓑ+Ⓚ		M	26	
Ⓚ+Ⓐ+Ⓑ		M M M M L M	16, 16, 18, 21, 29	
Ⓚ+Ⓑ		M M M M M	16, 18, 45	
Ⓚ+Ⓚ		M M M M M	16, 18, 28	

WHILE CROUCHING

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		SM	13	
Ⓑ		M	18	
Ⓚ		L	12	
↘ Ⓑ+Ⓡ		SM M	18, 38	

BACK FACING ENEMY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		H	25	
Ⓑ		M	30	
Ⓚ		H	23	

WHILE CROUCHING, BACK FACING ENEMY

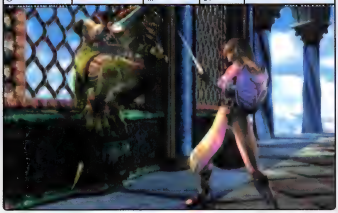
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	15	
Ⓑ		M	23	
Ⓚ		L	13	

JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		H	33	
Ⓑ		M	41	
❍ Jump Ⓚ		M	25	

WALL JUMP

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	25	
Ⓑ		M	33	
Ⓚ		M	24	



8-WAY RUN

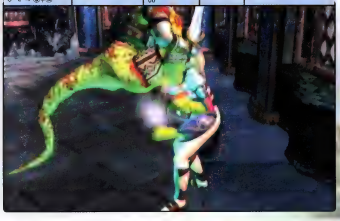
COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
➡Ⓐ		M	36	
➡Ⓑ		M	36	
➡Ⓚ		L	28	
➡Ⓑ+ⒶⒶⒷ		M H M	16, 18, 21	
↗ or ↘Ⓐ		M	32	
↗ or ↘Ⓚ		L	16	
↗ or ↘Ⓑ		M	30	
↗ or ↘ or ⬆ or ⬇ or ↖ or ↙Ⓑ+Ⓚ		M	45	
⬆ or ⬇ⒶⒶ		H H	31, 22	
⬆ or ⬇Ⓑ		M	40	
⬆ or ⬇ⒷⒷ		L M	25, 21	
↖ or ↙ⒶⒶ		L M	26, 45	
↖ or ↙Ⓐ+❍		L M	23, 68	Unblockable.
↖ or ↙Ⓑ		L	28	
↖ or ↙ or ⬅Ⓚ		M	27	
⬅Ⓐ		M	25	
⬅Ⓑ		M	32	
Ⓐ+Ⓑ		M M	42	

JUMP DELAY

COMMAND	MOVE NAME	ATK LVL	DAMAGE	NOTES
Ⓐ		L	25	
Ⓑ		M	33	
Ⓚ		M	24	

THROWS

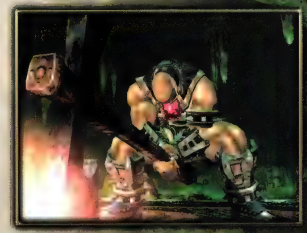
COMMAND	MOVE NAME	DAMAGE	NOTES	
Ⓐ+Ⓚ		55		Ⓐ to escape throw.
Ⓑ+Ⓚ		55		Ⓑ to escape throw.
Left Throw		65		Same button as throw (Ⓐ or Ⓑ) to escape.
Right Throw		65		Same button as throw (Ⓐ or Ⓑ) to escape.
Back Throw		70		Impossible to escape (except Voldo and Astaroth).
⇩ ↘ ⇨ Ⓑ+Ⓚ		68		

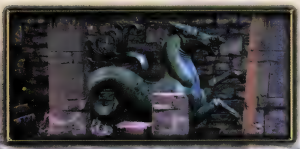


OSTRHEINSBURG CHAPEL

IMPERIAL CAPITAL AYUTTHAYA

PALGAEA SHRINE/LOWEST LEVEL





LABYRINTH

EGYPTIAN RUINS

EURYDICE SHRINE GALLERY

TARTAROS

SOUTH FRANCE MANSION/LIBRARY

MONEY PIT/TOP TIER

PIRATES' ALCOVE

KAMINOI CASTLE/SAKURA-DAI GATE

HWANGSEO PALACE/PHOENIX COURT

LAKESIDE COLISEUM

XIWEI SIEGE RUINS

VILLAGE OF THE WIND

WEAPON MASTER

Though *SOULCALIBUR II* is plenty of fun right out of the box, no one is going to leave the extra characters and options locked for long. This section explains how to find all of the game's unlockable treasures. Extra weapons, modes of play, characters, and artwork are available for those interested in using a few hours wisely.

HELPFUL TIPS FOR WEAPON MASTER MODE

Doing things the easy way makes it much easier to work through Weapon Master Mode without getting frustrated by some of the challenges. Though a number of these are common sense, it's important to focus on applying these tips. Players have a tendency to hit their heads against the wall a few times before realizing that some challenges aren't meant to be tackled directly. These tricks avoid such pitfalls as often as possible.

Use the Best Character for Tough Missions

Many of the missions in Weapon Master Mode have goals that are either specifically stated or implicitly illustrated. Though a number of players like to blaze through Weapon Master Mode with their favorite character, frustrating battles do come up from time to time. Switching characters is an ideal way to handle these changes of pace. Some missions require the character to knock opponents back against a wall to do any damage; playing a character that throws enemies around (Nightmare, for example) would be sensible for something like this. Other missions measure victory by the number of successful hits, making Talim and other speedy characters with fine poking routines that much better. Choose the right character for each mission and all of Weapon Master Mode becomes easier.

SAMPLE CHARACTER CHOICES

Timed Victories	Taki, Astaroth
Ring Out and Wall Hits	Nightmare, Kilik
Juggle Battles	Talim, Ivy
Multi-Fight Stages	Seung Mina

Select Weapons Wisely

In addition to the previous advice, weapon selection makes a huge difference on the outcome of these battles. Characters don't receive health in certain battles, making health regenerating weapons an excellent choice. For timed stages, more powerful weapons are preferable, even if they cause the wielder to take damage over time. Make sure that important characters are well equipped so they have enough variety to handle many challenges. Inside dungeons, weapons can be changed but character selections cannot. Nobody wants to be forced out of a dungeon because they brought a character inside with a poor weapon selection.

DESIRED WEAPON QUALITIES

Timed Victories	Soul Edge or High Damage
Ring Out and Wall Hits	Defensive or Long Reach
Juggle Battles	Balanced Weapons
Multi-Fight Stages	Health Restoring

Focus on a Few Characters

Characters that are often played cost more to outfit in Weapon Master Mode; there is an inflation in price that occurs for all characters who are frequently selected. Thus, unimportant characters should be left alone until Weapon Master Mode is fully exploited.

> Playing through the Weapon Master Mode with Charade will keep the prices down for all Characters, but the challenge is much greater!

Beyond that, buying all of the weapons and items for each character on the first run isn't possible without replaying many of the missions. Buying only necessary equipment for a few primary characters should go a long way toward extending everyone's budgets.

Subchapters Can be Brushed Aside Temporarily

Some of the subchapter missions are fairly challenging. Players who have a hard time with them can move into the later chapters unhindered, then return to deal with the optional stages later, most likely after acquiring better weapons. Having some of the later weapon choices can change everything about the way a character plays. The Soul Edge and other weapons are powerful enough to make even the hardest missions from the subchapters doable.

Dungeons are LONG!

The later dungeons take quite a while to explore. Save before going into them and after leaving (just in case), and consider listening to music or something soothing during the fights. It may be eccentric advice, but it's a good way to have more fun without becoming frustrated or bored. Because Weapon Master Mode can be challenging, players who are trying to get through it in one or two sittings should find ways to relax anyway.

For Convenience

Players can go to the world map and move between the chapters with great speed. Not only is this useful for getting between missions that aren't close to each other, but it is the best way to check on items that haven't been purchased yet. Use the store option from the world map to avoid crawling through each area manually.

GOING THROUGH THE WORLD MAP

REGULUS *chapter 1*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Weapon Gallery Mitsurugi's Third Costume

REWARDS

Extra Practice Mode (Stage 1)
Lakeside Coliseum Selectable (Stage 3)

THUBAN *chapter 2*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Battle Theater Taki's Third Costume

REWARDS

Yoshimitsu Selectable (Stage 3)

BENETNASCH *chapter 3*

NUMBER OF STAGES: 4	SPECIAL STORE ITEMS
	Voldo's Third Costume

REWARDS

Charade Selectable (Stage 1)
Cervantes Selectable (Stage 4)

SPECIAL

Completing Stage 3 unlocks Subchapter 1

MIZAR *chapter 4*

NUMBER OF STAGES: 5	SPECIAL STORE ITEMS
	Nightmare's Third Costume

REWARDS

Money Pit/Top Tier Selectable (Stage 1)
Talim's Double Crescent Blade (Stage 2)
Raphael's Schweizer (Stage 4)
Sophitia Selectable (Stage 5)
Cervantes' Acheron (Stage 5)
Maxi's Fuzarai (Stage 5)—EXTRA MISSION

ALTAIR *chapter 5*

NUMBER OF STAGES: 2	SPECIAL STORE ITEMS
	Art Gallery (Hi-Res) Astaroth's Third Costume

REWARDS

Extra Time Attack (Standard Mode) (Stage 1)
Xianghua's Soul Calibur (Evil) (Stage 2)

ALDEBARAN *chapter 6*

NUMBER OF STAGES: 6	SPECIAL STORE ITEMS
	Art Gallery (Illustrations) Ivy's Third Costume

REWARDS

Seung Mina Selectable (Stage 3)
Extra Survival (Standard Mode) (Stage 5)
Seung Mina's Halberd (Stage 6)
Labyrinth Selectable (Stage 6)

RIGEL *chapter 7*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Art Gallery (Special) Xianghua's Third Costume

REWARDS

Hwangseo Palace/Phoenix Court Selectable (Stage 2)
Nightmare's Soul Edge (Growth) (Stage 3)

MERAK *chapter 8*

NUMBER OF STAGES: 6	SPECIAL STORE ITEMS
	Raphael's Third Costume

REWARDS

Egyptian Crypt Added (Stage 5)
Necrid's Ethereal Edge (Stage 5)—EXTRA MISSION
Nightmare's Third Costume (Stage 6)

SPECIAL

Completing Stage 2 unlocks Subchapter 3.

ALGOL. *chapter 9*

NUMBER OF STAGES: 4	SPECIAL STORE ITEMS
	Talim's Third Costume

REWARDS

Extra Time Attack (Alternative Mode) (Stage 4)

ANTARES. *chapter 10*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Cassandra's Third Costume

REWARDS

Seung Mina's Ambassador (Stage 2)
Sophitia's Synval (Stage 2)
Weapon Master Opening Available (Stage 3)
Weapon Master Ending (Stage 3)—EXTRA MISSION

SPECIAL

Defeating Inferno at the end of Chapter 10 unlocks the EXTRA missions in the world map. This widens the search for gold, experience, and special items; it is the only way to collect all of the items in the game.

SCHEDAR. *subchapter 1*

NUMBER OF STAGES: 1	SPECIAL STORE ITEMS
	Exhibition Theater Purchases

REWARDS

Extra Team Battle Mode
Berserker Selectable—EXTRA MISSION

SPECIAL

The dungeon in this area is filled with Berserkers. Try to use a character that deals with Berserker appropriately. Taki with one of her more damaging weapons can make this a more pleasant experience.

ALIOTH. *subchapter 2*

NUMBER OF STAGES: 4	SPECIAL STORE ITEMS
	Interesting Weapon Purchases Sophitia's Third Costume Seung Mina's Third Costume

REWARDS

Xianghua's Soul Edge (Complete) (Stage 1)
Voldo's Soul Edge (Complete) (Stage 2)
Taki's Soul Edge (Complete) (Stage 3)
Cassandra's Soul Edge (Complete) (Stage 4)—EXTRA MISSION
Lizardman Selectable (Beat All Stages of Alioth)

SPECIAL

This is the hardest section of Weapon Master Mode to reach. To unlock this area, a player's ranking must be into the Edgemaster range (Level 72 is the first Edgemaster rank). After that, the player must overcome Chapter 4, Stage 3 a second or third time simply to uncover the road into Alioth).

POLLUX. *subchapter 3*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	None

REWARDS

Assassin Selectable (Stage 2)—EXTRA MISSION
Mitsurugi's Souvenir Gift (Stage 3)—EXTRA MISSION

SPECIAL

Complete Stage 3 to unlock Subchapter 4.

PROCYON. *subchapter 4*

NUMBER OF STAGES: 5	SPECIAL STORE ITEMS
	None

REWARDS

Extra Survival (Death Match Mode) (Stage 3)
Maxi's Termite Snack (Stage 3)—EXTRA MISSION
Mitsurugi's Soul Edge (Complete) (Stage 5)
Cassandra's Soul Edge (Complete) (Stage 5)
Cervantes' Imitation Sword (Stage 5) —EXTRA MISSION

CASTOR. *extra chapter 1*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Soul Edge (Complete) Weapon Purchases

REWARDS

Extra Time Attack (Extreme Mode) (Stage 1)
Kilik's Bamboo Staff (Stage 2)—EXTRA MISSION
Astaroth's Soul Edge (Complete) (Stage 3)
Nightmare's Galley Oar (Stage 3)—EXTRA MISSION

CEPHEUS. *extra chapter 2*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Ending (Arcade Version) Powerful Weapon Purchases

REWARDS

Extra Survival (No Recovery Mode) (Stage 2)
Ivy's Prototype Ivy Blade (Stage 2)—EXTRA MISSION
Necrid's Soul Edge (Complete) (Stage 3)
Sophitia's Memento (Stage 3)—EXTRA MISSION

Additional Features Outside of Weapon Master Mode

Extra Arcade Mode is unlocked by beating Arcade Mode for the first time, or attempting this mode 10 times.

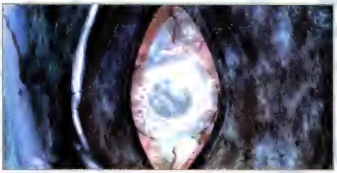
Extra VS Battle Mode is unlocked by beating Extra Arcade Mode for the first time, or attempting this mode 5 times.

Extra VS Team Battle Mode is unlocked by beating Extra Team Battle Mode for the first time, or attempting this mode 5 times.

Opening (Arcade Version) is an unlockable movie that is obtained through Extra Time Attack (Extreme). Playing through until the end of this mode or attempting this mode five times unlocks the movie.

Opening (Home Version) is another movie to grab. Play Extra Survival (No Recovery) Mode. Either survive all the way through Inferno or lose five times to unlock the movie.

Character Profiles are unlocked by beating Arcade Mode a single time with each character. To do this without spending any substantial time or effort, set the Difficulty Level to Easy, Life Gauge to 90%, and Fight Count to one. This makes for extremely short matches and fast victories. Or, for a greater sense of purpose, turn Fight Count to five and select ultra hard (give or take a level of difficulty, depending on player skill against the AI).



COLLECTION HISTORY

UNLOCKABLE CHARACTERS

1	Sophitia is selectable.
2	Seung Mina is selectable.
3	Yoshimitsu is selectable.
4	Charade is selectable.
5	Cervantes is selectable.
6	Lizardman is selectable.
7	Assassin is selectable.
8	Berserker is selectable.

CHARACTER PROFILES, DEMONSTRATIONS, AND COSTUMES

9	The profile for Raphael is available.
10	The weapon demonstration for Raphael is available.
11	A new costume is available for Raphael.
12	The profile for Talim is available.
13	The weapon demonstration for Talim is available.
14	A new costume is available for Talim.
15	The profile for Yunsung is available.
16	The weapon demonstration for Yunsung is available.
17	The profile for Cassandra is available.
18	The weapon demonstration for Cassandra is available.
19	A new costume is available for Cassandra.
20	The profile for Mitsurugi is available.
21	The weapon demonstration for Mitsurugi is available.
22	A new costume is available for Mitsurugi.
23	The profile for Taki is available.
24	The weapon demonstration for Taki is available.
25	A new costume is available for Taki.
26	The profile for Voldo is available.
27	The weapon demonstration for Voldo is available.
28	A new costume is available for Voldo.
29	The profile for Nightmare is available.
30	The weapon demonstration for Nightmare is available.
31	A new costume is available for Nightmare.
32	The profile for Astaroth is available.
33	The weapon demonstration for Astaroth is available.
34	A new costume is available for Astaroth.
35	The profile for Ivy is available.
36	The weapon demonstration for Ivy is available.
37	A new costume is available for Ivy.
38	The profile for Kilik is available.
39	The weapon demonstration for Kilik is available.
40	The profile for Xianghua is available.
41	The weapon demonstration for Xianghua is available.
42	A new costume is available for Xianghua.
43	The profile for Mina is available.
44	The weapon demonstration for Hwa is available.
45	The profile for Necrid is available.
46	The weapon demonstration for Necrid is available.
47	The profile for (Heihachi, Link, or Spawn) is available.
48	The weapon demonstration for (Heihachi, Link, or Spawn) is available.
49	The profile for Sophitia is available.
50	The weapon demonstration for Sophitia is available.
51	A new costume is available for Sophitia.
52	The profile for Seung Mina is available.
53	The weapon demonstration for Seung Mina is available.
54	A new costume is available for Seung Mina.
55	The profile for Yoshimitsu is available.
56	The weapon demonstration for Yoshimitsu is available.
57	The profile for Charade is available.
58	The weapon demonstration for Charade is available.
59	The profile for Cervantes is available.
60	The weapon demonstration for Cervantes is available.

ADDITIONAL GAME MODES AND EXTRAS

61	Extra Arcade has been added.
62	Extra VS Battle has been added.
63	Extra Time Attack (Standard) has been added.
64	Extra Time Attack (Alternative) has been added.
65	Extra Time Attack (Extreme) has been added.
66	Extra Survival (Standard) has been added.
67	Extra Survival (Death Match) has been added.
68	Extra Survival (No Recovery) has been added.
69	Extra Team Battle has been added.
70	Extra VS Team Battle has been added.
71	Extra Practice Mode has been added.
72	Art Gallery (Hi Res) is available for viewing.
73	Art Gallery (Illustrations) is available for viewing.
74	Art Gallery (Special) is available for viewing.
75	Battle Theatre is available for viewing.
76	Weapon Gallery is available for viewing.
77	Weapon Master Opening is available for viewing.
78	Weapon Master Ending is available for viewing.
79	Opening (Home Version) is available for viewing.
80	Opening (Arcade Version) is available for viewing.
81	Ending (Arcade Version) is available for viewing.

SPECIAL STAGES

82	Hwangsaeo Palace/Phoenix Court Stage is selectable.
83	Lakeside Coliseum is selectable.
84	Money Pit/Top Tier is selectable.
85	Egyptian Crypt is selectable.
86	Labyrinth is selectable.

GAMECUBE ONLY

In the GameCube version, slots 49 and 50 are a new costume for Link. GameCube has a total of 88 items.

WEAPON GALLERY

ASTAROTH

TERROR MOON

Penetrates defenses, but lacks defense.

Offense: 100% Defense: 70%

Opponents who block attacks from Terror Moon still receive 30% damage from blow.

It was originally called the Moon of Fortune, but each successive owner died a horrible death one after another, and now no one dares touch it. At some point, it gained its current name. This cursed blade has the ability to slip right through an opponent's guard. On the other hand, its decorative design makes it somewhat frail.

TABAR

Good offense, but guard is penetrable.

Offense: 120% Defense: 100%

Tabar allows through 20% of damage from blocked attacks.

An Indian battle-ax with a large crescent blade. The ax heads of tabars often come in unusual shapes and it is said that no two look alike. Its heavy ax head yields powerful blows, but it is not well-suited to guarding against attacks.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to increase in power with Soul Charge...

Offense: 120% Defense: 100%

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It possesses a destructive power like that of no other weapon, but it also consumes the soul of its wielder.

KULUTUES (1P AND 2P)

Most familiar and well-balanced weapon for him.

Offense: 100% Defense: 100%

A giant ax designed for Astaroth by the cult that created him, the heretical order of Fygd Castanzan. It carries the blessing of their priests, but to a non-member attempting to use it, that blessing acts as a curse. It is Astaroth's preferred weapon and is very well-balanced.

BATTLE AX

Good defense and is strong against impact, but lacks offense.

Offense: 70% Defense: 130%

An ordinary ax modified for use in combat. Its sturdiness far exceeds that of a sword, but its weight limits those who can wield it. It can easily stand up to the impact of an opponent's weapon, but it has not been well cared for and is not particularly sharp.

NANBANFU

Good offense and has powerful single strikes, but guard is penetrable.

Offense: 130% Defense: 100%

Nanbanfu allows through 20% of damage from blocked attacks.

"Nanban" means "Europe", but the construction of this ax and its decorations indicate that it is more likely of Asian design. It was probably given its name to indicate that it is a European-style ax. Its weight gives it high attack power, but in turn, it also transmits the shock of an opponent's blow directly to its wielder.

THANATOS

Legendary weapon. Wield it to discover its true power!

Offense: 180% Defense: 140%

Each successful strike restores health. Throws do not restore health.

A giant scythe wielded by Death. Thanatos is the personification of death in Greek mythology. This soul-harvesting weapon could indeed be described as death incarnate. It was originally designed to be used by the angel of death, who had no reason to hear injury, and thus is not constructed to provide any defense.

WAR HAMMER

Offense increases with Soul Charge, but speed decreases.

Offense: 100% Defense: 100%

The Soul Charge effect decreases over time.

Used on the battlefield since ancient times, it is effective against helmets and armor. It is said that it was originally developed from pickaxes and other everyday tools, but in the face of its crushing blows, its history is irrelevant. In the hands of a strong warrior, it can yield even great damage.

GREAT MAUL

Strong against impact, but has a short reach.

Offense: 100% Defense: 120%

A giant wooden hammer used primarily in castle assaults to smash open gates. For anyone that possesses the strength to swing it repeatedly, it can also be used in combat. It is far sturdier than any ordinary weapon.

BULOVA

Health recovers with Soul Charge, but requires energy to wield.

Offense: 100% Defense: 100%

Each strike, successful or not, drains health. Throws do not drain health.

A type of battle-ax used in the highlands of East India. It excels at dismembering foes. This ax is gigantic and requires great strength to wield. It has been enhanced with magic power and apparently grants increasing life force to the one that holds it.

ROCK

Know-how from the Stone Age.

Offense: 80% Defense: 80%

A rock attached to a stick. It is a very primitive weapon, but as heavy as it is, its damage-dealing ability should not be underestimated. It looks somewhat silly, so it may lead many opponents into letting down their guard.

CASSANDRA

DARK BLADE

Long reach and penetrates defenses, but lacks defense.

Offense: 100% Defense: 60%

Opponents who block attacks from Dark Blade still receive 20% damage from blow.

A long sword with an elegant black blade. At one point, a group of people that associated a tyrant left these swords at the crime scene as a mark of justice. Even now, it is sometimes used by assassins under the cover of darkness. By soaking the blade in poison for extended periods of time, the attack capabilities of the sword have been increased. It was not designed, however, for defensive use.

KATZBALGER

Speed increases with Soul Charge, but requires energy to wield.

Offense: 100% Defense: 70%

Soul Charge drains health, but effect lasts for a few strikes.

A sword with an S-shaped hand guard designed to be hung from clothes or belts. The name "Katzbalger" came from a colloquial word that means "used for fighting." As appropriate for a weapon used by those that are quick to fight, it is designed to allow quick and agile movements.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to have powerful single strikes...

Offense: 162% Defense: 100%

Each strike, successful or not, drains health. Throws do not drain health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It boasts fearsome attack power, but in return demands the life of its wielder.

Ω SWORD & NEMEA SHIELD (1P AND 2P)

Most familiar and well-balanced weapon for her.

Offense: 100% Defense: 100%

A sword and shield once used by Cassandra's older sister, Sophitia. The set was made from holy ore received from the ancient Greek god of the forge, Hephaestus. After Sophitia returned from her journey, they were reverently placed in an ancient shrine. They were made with great care and provide a well-balanced combination of offense and defense.

METESASHI

Good defense, but lacks offense and has weak single strikes.

Offense: 75% Defense: 130%

A type of Japanese short sword. Carried on the opposite hip from a katana, it was used in close quarters on the battlefield in situations where drawing a katana would be difficult. It allows quick movements, but is designed only to finish off an enemy and is lacking in damage-dealing power.

RED CRYSTAL ROD & RED LINE SHIELD

Recovers health, but vulnerable to impact.

Offense: 100% Defense: 100%

Restores health over time.

A staff and shield said to have been used by a hero and a priestess in ancient Babylonia. Lending credence to that story are the many accounts from those who have used them, which tell of the healing powers the items possess. But compared to modern weapons, they are somewhat difficult to hold, and thus may be somewhat weak at blocking attacks.

VALKYRIE

Legendary weapon. Wield it to discover its true power!

Offense: 135% Defense: 130%

Valkyrie allows through 40% of damage from blocked attacks, and restores health over time.

A divine sword and shield bearing the name of the maidens of war from Northern European mythology. They are said to have been left behind on earth by one of the maidens when she descended from heaven. It is said that one who wields them will be filled with courage and that their true potential will shine forth, but mere humans cannot make full use of their reel power.

SPIKED SHIELD

Good offense, but vulnerable to impact.

Offense: 130% Defense: 100%

A weapon that consists of a spike added on to the center of a shield. This spike is quite effective for offense, but it lowers its defensive capabilities.

SPINE BLADE

Good offense and penetrates defense, but has a short reach.

Offense: 130% Defense: 100%

Opponents who block attacks from Dark Blade still receive 40% damage from blow.

A sword designed to cause devastating wounds. The comb-like blade spans numerous wounds with the small gap between each tooth. This kind of wound heals extremely poorly. In addition, the claw-like blade can work through an opponent's guard and effectively deliver damage.

IVAN THE TERRIBLE

Offense increases with Soul Charge, but wielder received damage.

Offense: 100% Defense: 100%

Soul Charge effect gradually decreases over time. Successful strikes against opponent drain health. Throws do not drain health.

A sword and shield used by the soldiers of Ivan the Terrible to conquer the Grand Duchy of Moscow. These items, the source of terror for the people of the land, were referred to by the same name as their emperor. Their fearsome design would likely wound their wielder if one was not accustomed to using them.

KEEPSAKE

Old and useless junk. No one will care if it gets taken, right?

Offense: 50% Defense: 100%

A sword forged by Sophitia's husband, the blacksmith Kothion, when he was still an apprentice. Apparently, someone used it in an outburst of anger, as it is quite heavily damaged. It's not much of a weapon, but perhaps that will cause opponents to let down their guard.

CERVANTES

FIRANGI

Good offense, but vulnerable to impact.

Offense: 100% Defense: 100%

Restores health over time.

A sword used many times in the past by invaders that troubled the Mughal Empire. It is unique to this region, but its design looks very Western. It has a sharp blade, but the grip does not fit Cervantes's hand very well.

PHLEGETHON

Penetrate defenses, and have powerful single strikes with Soul Charge.

Offense: 100% Defense: 100%

Opponents who block attacks from Phlegethon still receive 20% damage from blow.

Flames run along the blade when this sword strikes a target, and it is said that there is no forge on earth that can melt it. Soon after being found near the crater of Mount Etna, it was taken by someone and disappeared, leaving only rumors behind. Its deadly flames would surely take their toll on any opponent.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life...

Offense: 140% Defense: 100%

Constantly drains health. Each successful strike restores health. Throws do not restore health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It is a fearsome evil force that consumes all life around it, enemy and ally alike.

SOUL EDGE & NIRVANA (1P AND 2P)

Most familiar and well-balanced weapons for him.

Offense: 100% Defense: 100%

The fragments of Soul Edge inside Cervantes's body acted through his sword to consume souls and eventually took on the form of a new sword. Nirvana has a pistol built into it and is an extremely unusual weapon. They are balanced weapons but pale in power compared to the real cursed sword itself.

ERLANG'S BLADE

Long reach, but vulnerable to impact.

Offense: 100% Defense: 100%

Also called a tri-point double-edged sword, its name comes from the Chinese hero-god, Erlang. It is actually a pole weapon, but Cervantes cut short the handle in order to make it easier to hold. It has a good reach, but because it is not as long as it was designed to be, the balance is poor.

COCYTUS

Good offense, but wielder receives damage.

Offense: 130% Defense: 100%

Successful strikes against opponent drain health. Throws do not drain health.

An ancient sword dug up out of the permafrost. It is always cold and causes freezing burns in those it wounds. Because of its constant low temperature, droplets of water appear on its surface and fall to the ground like tears, giving it the additional name of the Crying Sword. As one would expect from its cold temperament, it is unaffected by the state of the wielder's heart.

LETHE

Legendary weapons. Wield them to discover their true power!

Offense: 150% Defense: 120%

Each strike, successful or not, drains health. Throws do not drain health.

Legendary twin swords. Those who grip these weapons find their heart rendered blank, unable to even remember who they are. They have acted as the final trap that put an end to many a quest. Those who wield this weapon are said to unleash its power by burning away their own lives.

FALCHION

Excel in offense and defense, but have short reach.

Offense: 120% Defense: 130%

A curved, single-edged sword used in Europe from the Dark Ages up through the Renaissance. The blade is wide, heavy, and is good at splitting things in two. Its sturdiness also works well defensively, and it is unlikely to break from normal blows.

ACHERON

Offense increases with Soul Charge, but guard is penetrable.

Offense: 100% Defense: 100%

Acheron allows through 20% of damage from blocked attacks.

A long sword that lay in storage along with Nirvana on Cervantes's flagship, the Adrian. Cervantes used this sword for a period of time before reviving Soul Edge. It is good for both offense and defense. But when blocking an opponent's blow, the shock is fierce, which takes its toll on the wielder's body.

STYX

Speed increases with Soul Charge, but have weak single strikes.

Offense: 100% Defense: 100%

Soul Charge affect last for a few strikes.

Also known as the Sword of Oaths, it has a curved blade with a hook at the tip. An oath sworn upon this sword is treated as more important than anything else, and breaking that oath is the most shameful act a person can commit. It is said that the one who wields the Styx becomes as a servant of the gods and can outrun the wind.

IMITATION SWORD

Painstakingly made with abrasive care.

Offense: 80% Defense: 80%

Wooden swords carved by Cervantes after being revived. They are made of high-quality wood and carved with great care. They are not particularly useful as weapons, but perhaps because of this, they might lead opponents to let down their guard.

HEIHACHI

HAKURAIMONONOFU

Good defense, but lack offense and have weak single strikes.

Offense: 75% Defense: 120%

Gauntlets originally worn by European armored knights. For the sake of making them lighter, the elbow plates and other parts past the wrist have been removed, and they no long even resemble the original design. Even still, movement is limited compared to a bare fist, and it becomes difficult to land effective blows. But they do offer excellent defensive capability.

HIBITANREN

Good defense and have powerful single strikes, but require energy.

Offense: 120% Defense: 140%

Each strike, successful or not, drains health. Throws do not drain health.

Training wristbands with weights attached. The weights are much heavier than normal and trying to move with them equipped uses up a fair amount of stamina. As a result, one who trains with these becomes exceedingly strong. In addition, the hard metal weights provide both offensive and defensive capability.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life...

Offense: 140% Defense: 70%

Each successful strike restores health. Throws do not restore health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. Even as it steals the life force of its enemies, it also threatens the life of its wielder.

KIAIISSEN (1P AND 2P)

Most familiar and well-balanced weapons for him.

Offense: 100% Defense: 100%

For the sake of taking on opponents armed with blades, Hathachi created this gauntlet using a piece of Japanese armor. It is just big enough to knock aside enemy blade without interfering with freedom of movement. It is a well-balanced defensive tool.

KENKOUDAIICHI

Recover health, but lack defense and are weak against impact.

Offense: 100% Defense: 60%

Restores health over time.

Gauntlet made from joining together four metal plates. These metal plates are actually charms blessed with prayers of protection, and it is said that the one who holds them is guarded from harm. Merely having these equipped restores one's life, but their defensive capability is low.

HADAKAIKKAN

Offense increases with Soul Charge, but guard is penetrable.

Offense: 100% Defense: 100%

The effect of the Soul Charge gradually decreases. Hadakaikkan allows through 40% of damage from blocked attacks.

Light wooden hand guards designed more for ease of movement than sturdiness. They were presumably made with the aim of throwing away defensive ability for the sake of unleashing focused attack power. They can greatly increase the wearer's abilities if he concentrates his will into them.

TEKKEN

A true warrior only needs one's fists!

Offense: 140% Defense: 125%

Drains health over time.

Heihachi's own fists that he has trained throughout his life. Strengthened to the very limit, his skin of steel can stop even blades, and his fists can pierce through armor. The tension he feels facing an armed opponent with his bare hands will surely be released in the form of crushing death blows. But staying tense for long periods of time will drain one's stamina.

GOJOU

Powerful single strikes and penetrate guard, but lack defense.

Offense: 120% Defense: 40%

Opponents who block attacks from Gojou still receive 20% damage from blow.

Once a part of the guardian dog statues at the gate of an ancient temple, this piece has distinguished pedigree. Five red stones are embedded in each armlet. These stones act to energize the wearer's energy flow and increase his destructive power when he has them on, but they also cause a drop in defensive ability.

TENKAMUSOU

Offense increases with Soul Charge, but easy to lose balance.

Offense: 125% Defense: 80%

The Soul Charge effect decreases over time.

Bracelets styled in the shape of a dragon. It is the proof of a true master, only permitted to be worn by one who has perfected his style of martial arts. For someone who has been recognized as such, surrendering and losing this item is the ultimate shame. It sharpens the mind and makes powerful attacks possible, but, being merely bracelets, they do not provide much defense.

DOHATSUTEN

Easy to Soul Charge, but require energy to use.

Offense: 100% Defense: 100%

Each strike, successful or not, drains health. Throws do not drain health.

Hand guards with mysterious markings. One flowery states that they are symbols of anger and that those who equip them will be granted explosive, monstrous power. But on the other hand, many have died while wearing them. Perhaps power comes at a price.

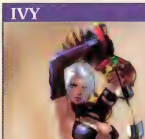
NESHOUGATSU

No mercy on the staggard!

Offense: 80% Defense: 80%

The incarnation of anger against those who waste time. Those who seek to truly master their paths never relax and splurge away their time. At first glance, it is difficult to tell that they are even weapons, which may perhaps lead opponents to let down their guard.

IVY



WISEMAN MACE

Recovers health, but lacks defense

Offense: 100% Defense: 55%

Each successful strike restores health. Throws do not restore health.

A defensive weapon spoken of in a journal said to have been left behind by the famous Roman sage and poet, Virgil. It resembles a mace with a handle split into multiple parts and can theoretically be manipulated with an incredible degree of freedom. There is space inside for the purpose of inserting medicinal plants, and doing so is said to bring strength to the wielder.

VIPER EDGE

Good offense, but vulnerable to impact.

Offense: 130% Defense: 100%

A legendary sword that is said to move freely like a snake. One theory holds that it is actually alive, but advanced sages have stated that the idea of a living sword is nothing more than a myth. Its undulating, whip-like blade can take advantage of centrifugal force to increase its impact, but it is somewhat fragile and not suited for blocking heavy blows.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to increase in power with Soul Charge.

Offense: 120% Defense: 100%

Drains health over time. Soul Charge drains health, but effect decreases gradually over time.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It is said that it increases its power and sharpness as it feeds on living beings.

VALENTINE (IVY BLADE) (1P AND 2P)

Most familiar and well-balanced weapon for her.

Offense: 100% Defense: 100%

A living sword created by the alchemist, Ivy, for the purpose of destroying Soul Edge. Ironically, she used the power of Soul Edge in the creation of this weapon. Perhaps because of her cursed blood, this is the weapon best balanced for Ivy.

DREAM BLADE

Penetrates defenses, but vulnerable to impact.

Offense: 100% Defense: 100%

Opponents who block attacks from Dream Blade still receive 20% damage from blow.

Records show that this weapon was conceived and build during ancient times. Its blade contains multiple points, and each point is connected with iron wires. This design allows it to be used as both a sword and a whip, making it extremely difficult to guard against. Button the other hand, the blade is relatively frail.

ALRAUNE

Excels in offense and defense, but guard is penetrable.

Offense: 120% Defense: 125%

Alraune allows through 20% of damage from blocked attacks.

Resembling a rose, the Alraune is a spiked whip used for torture. It bears that name of a mysterious plant said to grow from earth that has absorbed the blood of executed criminals. The numerous thorns increase its damage potential as well as its sturdiness, but can also hurt the wielder.

KALEIDOSCOPE

Legendary weapon. Wield it to discover its true power!

Offense: 130% Defense: 100%

Opponents who block attacks from Kaleidoscope still receive 60% damage from blow. Each strike, successful or not, drains health. Throws do not drain health.

A legendary sword said to have existed since the world was made, and destined to continually change its form until the world ends. Many have sought it throughout history, but no one has ever reported seeing it, and currently it is thought that it may actually have been a metaphor for thunder clouds. The legend that one who grips it will be burned supports this theory as well.

MIRAGE BLADE

Powerful single strikes with Soul Charge, but lacks offense.

Offense: 60% Defense: 100%

It looks like an ordinary blade at first glance, but its movements are ever-changing. It is said that this weapon is hard to defend against, as it seems like an illusion. No one knows whether or not it actually exists, however, so the sword is true to its name—an illusion.

CHAINED FLAIL

Good offense and has powerful single strikes, but requires energy to wield.

Offense: 125% Defense: 100%

Each strike, successful or not, drains health. Throws do not drain health.

While its outward appearance is that of a spiked-ball mace, it is in fact an experimental weapon with a multi-jointed handle. Its reach combined with the destructive power of the heavy ball make it a devastating weapon, but wielding it is extremely difficult, and it is said to have caused more damage to allies than it has to enemies. It is considered a complete failure.

DEMON TAIL

Offense increases with Soul Charge, but has weak single strikes.

Offense: 100% Defense: 100%

Soul Charge effect decreases gradually over time.

A sword that belonged to a woman named Philonian, who, after her death, was later rumored to be a witch. According to the rumors, she could summon and control demons, receiving this sword from one as proof of its loyalty. It is said that the stronger the mind of the wielder, the brighter it shines.

PROTOTYPE IVY BLADE

A failed attempt at making a living sword.

Offense: 80% Defense: 80%

One of many experimental versions created by Ivy in the process of designing Valentine. This one was created before she began to make use of black magic, and it is based on mechanical principals. It's not very much of a weapon, but perhaps it might cause opponents to let down their guard.

KILIK

LING-SHENG SU BO

Powerful single strikes, but vulnerable to impact.

Offense: 100% Defense: 100%

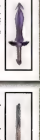
A staff from the Ling-Sheng Su Temple, famous for its high-level martial artists. Now that the history of Ling-Sheng Su has ended due to the Evil Seed, there is hardly anyone left that can wield this staff. The staff-fighting techniques of Ling-Sheng Su are extremely advanced, and are especially good at disarming an opponent.

ROKUSHAKUBOH

Long reach, but vulnerable to strong single strikes.

Offense: 100% Defense: 120%

Staves are used as weapons throughout the world. Among those used in Japan, a staff that reaches from the ground up past its users ears is called a rokushakubo. Its length allows attacks from a distance, but on the other hand, if the opponent is able to move in close, it is difficult to react effectively with it.



SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to ease Soul Charge...

Offense: 140% Defense: 100%

Drains health over time.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It is an awesome, powerful weapon, but one that devours its wielder.

KALI-YUGA

Most familiar and well-balanced weapon for him.

Offense: 100% Defense: 100%

One of the three treasures of the Ling-Sheng Su Temple, it absorbs and accumulates power irrespective of whether that power is good or evil. After the night in which the temple was destroyed by the Evil Soul, it became filled with evil energy and now must be carried at all times by Kilik, who can control the evil influence. He has trained with it for many years and it is his most balanced weapon.

IRON STAFF

Good offense, but requires energy to wield.

Offense: 120% Defense: 100%

Each strike, successful or not, drains health. Throws do not drain health.

An iron staff. Originally created for training purposes, it served well as a weapon to those with the strength to wield it, and was eventually intentionally made for use as a weapon. Its weight allows it to deliver crushing blows, but at the same time it can quickly exhaust the wielder.

AMUD

Good offense and penetrates defenses, but requires energy.

Offense: 135% Defense: 100%

Opponents who block attacks from Amud still receive 20% damage from blow. Each strike, successful or not, drains health. Throws do not drain health.

A weapon constructed entirely of metal, originating from the Mughal Empire of India. The word "amud" means "pillar" in Arabic. Its weight allows it to cause damage even when guarded, but it also requires a lot of stamina to wield.

JINGU STAFF

Legendary weapon. Wield it to discover its true power!

Offense: 100% Defense: 100%

Jingu Staff allows through 10% of damage from blocked attacks.

A divine weapon, legend says that is it able to alter its length according to its wielder's will. It is said that originally it was not a weapon, but a pillar of the Dragon god's castle. Being a divine weapon, it is difficult for a human being to use it for long periods of time.

QUARTERSTAFF

Good defense, but has short reach.

Offense: 100% Defense: 130%

A simple wooden staff made of oak. It is inexpensive and easily mass-produced and thus used commonly by armies in Central Europe. It has the sturdiness one would expect from its simple design.

KUNLUN BAMBOO

Recovers health, but has weak single strikes.

Offense: 100% Defense: 100%

Each successful strike restores health. Throws do not restore health.

A staff made of bamboo which grows in the sacred Kunlun Mountains of western China. At first glance it appears to be a normal bamboo staff, but because it grows in sacred ground, it yields power to its wielder. Unfortunately, since it has not been modified for use as a weapon, it is not suited for stopping an opponent's blows.

DUEL ROD

Long reach and offense increases with Soul Charge.

Offense: 130% Defense: 130%

Soul Charge effect decreases over time.

A staff created expressly for dueling competitions. It is artfully decorated and is said to have killed many in the contest in which it has been used. Regardless of its external beauty, it is still a deadly weapon. Its flexible material makes it well-suited for delivering sharp blows, but poorly suited for defense.

BAMBOO STAFF

It's a fake Kunlun bamboo staff. Got tricked into buying it.

Offense: 80% Defense: 80%

An unmodified bamboo staff. It was sold labeled as Kunlun bamboo, which caught Kilik's attention. He decided to buy it after much consideration, but unfortunately, it turned out to be fake. It's really not much use as a weapon, but it might cause opponents to let down their guard.

LINK

ARMOS SERIES

Offense increases with Soul Charge but lacks defense.

Offense: 100% Defense: 70%

Soul Charge effect decreases gradually.

A sword and shield from one of the living Armos statues that dot the land of Hyrule. The origins of these items are shrouded in mystery, much like the Armos themselves. Concentrating one's will increases the weapons' power, but they are a bit too heavy for Link and he cannot use them effectively for guarding.

MIRROR SHIELD

Reflects attacks, but may cause Link to lose balance.

Offense: 100% Defense: 80%

A mirror-like shield found in the Spirit Temple. It is an amazing work of art, and there are few who would argue that it is not one of the finest shields in Hyrule. It is said that its surfaces reflects not only light but hostile intent as well.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to excel in offense and defense...

Offense: 140% Defense: 135%

Drains health over time.

An evil blade with a reputation for devouring souls. This weapon is also known to be a chaos-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It consumes the souls of those who fall before the blade, and also the soul of its wielder.

MASTER SWORD & HYLIAN SHIELD (1P AND 2P)

Link's most familiar and well-balanced weapon.

Offense: 100% Defense: 100%

A magic sword and shield that have accompanied Link on many adventures and helped him repeatedly save the land of Hyrule. This journey is no less dire, and Link once again goes into battle equipped with these items, this time in another world. These are well-balanced arms for Link.

MEGATON HAMMER

Good offense, strong single strikes, but a short reach.

Offense: 125% Defense: 100%

An extremely heavy hammer. Learning to use it effectively could take some time, as its reach is somewhat short for a weapon. Its power and toughness, however, far exceed that of any normal sword. It's guaranteed to inspire awe.

MAGIC SWORD & MAGIC SHIELD

Good at penetrating defence, but weak against impact.

Offense: 100% Defense: 100%

Opponents who block attacks from Magic Sword & Magic Shield still receive 40% damage from blow.

Ancient arms hidden deep in an underground tomb. This powerful sword holds an enchantment that counters the forces of darkness, and its holy aura allows it to deliver damage to the enemy even without making physical contact. The shield is enchanted with a spell that protects its user from enemy magic, but the actual shield itself is quite old and is weak against physical impact.

GREAT FAIRY SWORD

The ultimate sword! Wield it to discover its true power!

Offense: 120% Defense: 100%

Great Fairy Sword allows through 20% of damage from blocked attacks, and restores health over time.

A sword blessed by the Great Fairy, rumored to be able to reflect any and all dark magic. Merely holding it fills the wielder with strength, but unfortunately, its protective power did not survive intact in this world, and it is no longer able to resist enemy attacks

RAZOR SWORD

Good offense offset by a short reach and a penetrable guard.

Offense: 125% Defense: 100%

Razor Sword allows through 15% of damage from blocked attacks.

A sword forged by the blacksmith from the Mountain Village on Snowhead. The blacksmith is famous for his perfectionism—this sword is yet another excellent example of his craftsmanship and boasts an amazingly sharp cutting edge. Unfortunately, the metal used to forge this blade is prone to chipping, so there remains some concern about its defensive capabilities.

CANE OF BYRNA

Recovers health and increases defense with Soul Charge.

Offense: 100% Defense: 100%

The Soul Charge effect increases over time until the effect ends in a few seconds.

An ancient magic staff that grants protection to heroes. It can be used even by those who are not sorcerers as long as their hearts are pure. It is said that praying to the staff with all one's heart will shroud the user in light and end him with vitality. Because it is not a true weapon, it usually does not fare well when it clashes against an opponent's weapon.

BIGGORON'S SWORD

Long reach and has good offense but requires energy to wield.

Offense: 130% Defense: 100%

Each strike, successful or not, drains health. Thrown do not drain health.

A masterfully crafted long sword forged by the best blacksmith in Hyrule, Biggoron, who lives on Death Mountain. Designed specifically for Link, it is made to be wielded with one hand. Even so, swinging it with full force gets tiring after a while.

BUG-CATCHING NET

Looks like there are no fairies in this world...

Offense: 80% Defense: 80%

A long-handled net used for catching bugs. This item is an old companion of Link's and has appeared on many of his adventures—it accompanies him on this adventure as well. Obviously, it is not a weapon, but perhaps it will cause opponents to let down their guard.

MAXI

CHAINED KOZUKA

Long reach, but lacks defense.

Offense: 100% Defense: 70%

Two short swords, each with a short blade and long hilt, connected with thread. It was originally conceived by a street performer as a prop for use in acrobatics. It definitely lacks the sturdiness of a real weapon.

FUZOROI

Long reach and good offense, but vulnerable to impact.

Offense: 120% Defense: 100%

An unusually-shaped nunchaku with two differently-sized rods. Like a Western flail, it is used by gripping the longer end and swinging it. It appears to have been created primarily as a foot soldier weapon. Its weight balance is poor, and using it to defend against attacks is difficult.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to penetrate defenses...

Offense: 130% Defense: 100%

Opponents who block attacks from Soul Edge (Complete) still receive 40% damage from blow.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. Not only does it promise death to one's opponent, it threatens the life of its wielder as well.

SORYUJU (1P AND 2P)

Most familiar and well-balanced weapon for him.

Offense: 100% Defense: 100%

A nunchaku that Maxi created when he set out once again on a mission of revenge. The name means "Gathering of Revived Dragons," and presumably it indicates his determination to avenge his crew. Since he made it himself, it is well-balanced and exceedingly easy to handle.

FATIBAL

Good offense, but lacks defense.

Offense: 130% Defense: 70%

Special nunchaku made of wood from the Palisander tree. It was made to match Maxi's Shinsen Kenbedi fighting techniques as well as the strength of his arms. Created by one of Maxi's crew, it is the ultimate Maxi-specific weapon. It does still have the unavoidable weakness of all wooden weapons, but nevertheless, there is no other weapon that fits Maxi as well as this one.

MODIFIED FLAIL

Long reach, but guard is penetrable.

Offense: 100% Defense: 100%

Modified Flail allows through 20% of damage from blocked attacks.

A European weapon consisting of a long rod chained to a short rod with an attached point. It is swung while gripping the longer stick. This particular one is an experimental weapon created by Maxi by cutting down the size of the longer and to convert into a nunchaku. Since it was not designed to be used this way, if not handled skillfully it will injure the wielder instead.

VAJRA

Legendary weapon. Wield it to discover its true power!

Offense: 180% Defense:100%

If Maxi wields this weapon, guarding is ineffective.

The Vajra is said to be the weapon of the esoteric Buddhist gods and can be seen on various Buddhist items such as statues. It is said to have the power to destroy the enemies of Buddha. It possesses great destructive power, but unleashing that power requires its wielder to literally fight with the dedication of a martyr.

TETSURYU

Powerful single strikes, but lacks offense.

Offense: 85% Defense: 100%

A nunchaku consisting of nothing more than two iron bars chained together. It was created for sheer offensive power. Unfortunately, because it is difficult to grip, it is hard to make full use of the destructive power it can deliver.

RAIMEI

Offense increases with Soul Charge, but wielder receives damage.

Offense: 100% Defense: 100%

The Soul Charge effect decreases over time.

Nunchaku that is said to be able to generate lightning. It once belonged to the famous martial artist, Li Wang, but because he never took an apprentice, it went unused for a long period of time after his death. It is said that the wielder can increase the strength of the lightning by focusing his will.

FALCON

Offense increases with Soul Charge, but requires energy to wield.

Offense: 100% Defense: 100%

The Soul Charge effect lasts for a few seconds without decreasing.

A modified nunchaku with a blade on each end. Its damage-dealing ability is greatly increased, but in turn, it requires great skill to handle. Li Long, a Chinese martial artist, was famous for using this weapon. It is said that its sharpness increases in proportion to its wielder's strength of will.

TERMITE SNACK

Old and decrepit weapon filled with memories of a raging adolescence.

Offense: 80% Defense: 80%

An old nunchaku left behind in storage in Maxi's home of Shuri in Ryukyus. It is believed that these are the very first nunchaku he used when he began his training. It isn't very useful as a weapon, but perhaps it might cause an opponent to let down their guard.

MITSURUGI

TWO-HANDED SWORD

Offense increases with Soul Charge, but vulnerable to impact.

Offense: 100% Defense: 100%

The Soul Charge effect decreases over time.

A Western sword with a beautiful wave-patterned blade. In contrast to its appearance, it is actually a very effective weapon. Its design, which at first glance appears to be decorative, actually acts to widen inflicted wounds. This also makes it somewhat weak against blows, however.

GASSAN

Powerful single strikes, but requires energy to wield.

Offense: 120% Defense: 100%

Each strike, successful or not, drains health. Throws do not drain health.

A sword forged by a Japanese sword smith named Gassan, who is said by some to have been an evil demon. It is said that the Gassan has both spiritual and demonic powers, and that it chooses who is worthy to wield it. If an unworthy warrior grips the sword, it will turn on him instead.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to have powerful offense...

Offense: 150% Defense: 100%

Health decreases over time.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. But it is true that its incredible power, unleashed by burning the soul of its wielder, is not something one can gain through normal means.

SHISHI-OH (1P AND 2P)

Most familiar and well-balanced weapon for him.

Offense: 100% Defense: 100%

After learning iaijitsu and other techniques to combat firearms, Mitsurugi sought a sword appropriate for a new style of fighting. He finally settled on Shishi-Oh. An incredibly well-balanced Japanese sword, it is Mitsurugi's preferred weapon.

SHAMSHIR

Long reach, but easy to lose balance.

Offense: 100% Defense: 80%

A curved sword from Persia. Its name means "lion's tail." Its long blade and easily gripped, loosely curved hilt make it effective in combat, but using it skillfully requires experience.

TULWAR

Long reach and penetrates defenses, but lacks defense.

Offense: 100% Defense: 65%

Opponents who block attacks from Tulwar still receive 20% damage from blow.

A curved Indian sword. Normally, it is equipped with a knuckle-guard, but Mitsurugi considered it an annoyance and removed it. Because of this, its defensive capability has been lowered, but it is easier to apply force to the sword and deal decisive damage.

DAMASCUS SWORD

Legendary weapon. Would it to discover its true power!

Offense: 175% Defense: 150%

Damascus Sword allows through 45% of damage from blocked attacks.

A sword that boasts an unusual sturdiness and sharpness. The pattern on its blade, resembling the surface of water, is a characteristic of the Damascus steel. Its manufacturing process is a fiercely guarded secret. It is said that its shining blade raises spirit and inspires confidence in those who wield it.

KOREFUJI

Good offense, but has short reach.

Offense: 120% Defense: 100%

The sword Mitsurugi used on his first quest for Soul Edge. Later, when he lost to firearms in an imperial court tournament, it was confiscated by his lord. Several years later, that lord died, and Korefuji went missing. Even now, other countless battles, it remains sharp as ever.

BASILARD

Good defense and has powerful single strikes, but has short reach.

Offense: 100% Defense: 130%

A type of short sword used widely in Europe. It is an all-purpose blade used not only in battle, but also in cooking, manufacturing, and other everyday activities. It is built very tough to handle frequent use.

MASAMUNE

Excels in offense and defense. Speed increases with Soul Charge.

Offense: 130% Defense: 120%

The Soul Charge effect lasts for a few seconds without decreasing.

Masamune was a famous fourteenth century Japanese sword smith. This sword is said to have been crafted by him, but whether that is true or not is unclear. But it is such an incredibly elegant piece of work that the issue of whether or not it was made by Masamune himself fades trivial.

SOUVENIR GIFT

A handmade wooden sword. Don't be deceived by its looks!

Offense: 80% Defense: 80%

A man claiming to be a Japanese samurai gave this carved wooden sword to a family living in a remote part of Northern Europe. According to the man, it was a product of his homeland, but upon further investigation it was found to have been made from local wood. Because it doesn't look like a strong weapon, it may catch opponents off-guard.

NECRID

MORPHOS

Good offense and powerful single strikes, but easy to lose balance.

Offense: 120% Defense:80%

A mysterious stone that changes shape depending on its possessor's will. According to legend, it has the ability to transmute into a variety of objects, from a powerful sword to a priceless jewel. It is for this reason that this stone has been long sought by humans. Its hardness makes for an excellent weapon, but its effectiveness as a defensive weapon is questionable.

LAMBENT VIPER

Powerful single strikes, but lacks defense.

Offense: 120% Defense:70%

A mysterious phenomenon that appears to be electrical in nature, it has been observed at various locations throughout the world. A notorious omen of death, it hovers through the air emitting a cold light, and any contact with it will drain all heat from its victims.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life...

Offense: 130% Defense:100%

Drains health over time. Each successful strike restores health. Throws do not restore health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It consumes the souls of those who fall before the blade, and also the soul of its wielder.

MALEFICUS (1P AND 2P)

Most familiar and well-balanced weapon for him.

Offense: 100% Defense:100%

This weapon is a fragment from another realm, which Necrid broke off and brought with him when he returned to this world. It is something never before seen in this world—a physical manifestation of the same energy contained within the Soul Edge. This substance is both comforting and familiar to Necrid, which is why Maleficus is such a well-suited weapon for him.

ORCUS CLAW

Offense increases with Soul Charge, but guard is penetrable.

Offense: 100% Defense:70%

Orcus Claw allows through 20% of damage from blocked attacks. The Soul Charge effect decreases over time.

This spectral light is also known as the Nail of Hades. Often seen hovering above the corpses of the newly dead, the ancient Greeks believed that this light was responsible for the harvesting of souls. It is unlikely that any mortal can triumph against a weapon with such strong associations to death.

HEX LUMINAE

Penetrates defenses, but lacks offense and defense.

Offense: 70% Defense:180%

Opponents who block attacks from Hex Luminae receive 100% damage from blow. Unblockable attacks, including throws, do little damage.

A faint column of light rumored to appear only during a new moon. Legends say that ghosts, werewolves, and witches gather under its unnatural luminance, and forewarnens render their site barren. Humans consider it an ill omen and avoid it at all costs, but those whom unknowingly stumble within its range are certain to be stricken.

CHAOS

Legendary weapon. Would it to discover its true power!

Offense: 100% Defense:100%

This is the substance from which all existence is comprised. Alchemists claim that this mysterious matter is a complex amalgam consisting of life, space, and even time. Its shape is constantly shifting.

LEMURES

Powerful single strikes with Soul Charge, but lacks offense.

Offense: 70% Defense:100%

This luminous object appears at night near bodies of water. The most widely accepted explanation for this phenomenon is that swarms of luminescent insects are to blame. Nevertheless, those who have actually witnessed its light and heard its soft hum swear that it beckons with the voices of those who met their end in a watery grave. It reacts to the presence of strong-willed individuals.

IGNIS FATUUS

Good defense and recovers health, but lacks offense.

Offense: 70% Defense:115%

Any strike, successful or not, restores health. Throws do not restore health.

A mysterious flame feared for its ability to confuse and lure humans to their deaths. Although visible to the eye, none can touch it, and not even the most violent storms can extinguish this flame. Rumor has it that non-human entities find comfort in its presence.

INFERNAL EDGE

Speed increases with Soul Charge, but requires energy to wield.

Offense: 120% Defense:100%

The Soul Charge effect lasts for a few seconds without decreasing. Each strike, successful or not, drains health. Throws do not drain health.

A mythical object notorious for inflicting injury upon the living. It is made by harvesting the last breaths of the dying, and grows stronger with each soul that is added. One day, when it has grown strong enough to consume the life force of a star, the world will come to an end. This weapon is also able to disrupt the flow of time.

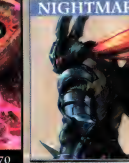
ETHEREAL EDGE

So wispy and so soulless.

Offense: 80% Defense:80%

This vaporous weapon is formed from a collection of particles so faint, one questions whether or not it actually exists. The reflections from its ever-changing form are beautiful to behold, but deemed by many as nothing more than a mere trick of light. No weapon is more suitable, however, for catching unsuspecting enemies off-guard.

NIGHTMARE



GREAT BLADE

Easy to Soul Charge, but requires energy to wield.

Offense: 100% Defense:100%

Each strike, successful or not, drains health. Throws do not drain health.

A huge sword that lives up to its name. Presumably added to assist in its task of bringing down giants, its hallows, spikes, and other features give it a very threatening appearance. A blow from this weapon is quite powerful, but it is incredibly heavy and can wear out its wielder in just a few swings.

REQUIEM

Good defense and strong against impact, but has weak single strikes.

Offense: 100% Defense:130%

The Soul Charge effect decreases over time.

A zweihander once wielded by Siegfried when he temporarily escaped the curse of Soul Edge and tried to make amends. Its thick blade is very sturdy, but it is heavy and not suited for clutching directly against other weapons.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to increase in power with Soul Charge...

Offense: 140% Defense:140%

Drains health over time; a Soul Charge drains health as well. The Soul Charge effect decreases over time.

Soul Edge, after recovering all of its fragments and becoming whole once more. Even after covering the entire world in darkness, it is safe to assume that it has not yet come close to reaching the limit of its terrible power. At this point, it is not certain whether even Soul Calibur could stand against it. It can only be described as ultimate.

SOUL EDGE (1P AND 2P)

Most familiar and well-balanced weapon for him.

Offense: 100% Defense:100%

Known by many legends, Soul Edge is a cursed sword that devises men's souls and controls the one that holds it. It is an object best regarded with fear. Currently, its power has been weakened as the result of a great many battles, but it remains a terrible force. Now, with half of his mind controlled by the demonic sword, it is the most balanced weapon for Nightmare.

STEEL PADDLE

Good defense and penetrates defenses, but user is damaged.

Offense: 100% Defense:130%

Opponents who block attacks from Steel Paddle still receive 20% damage from blow. Successful strikes drain health. Throws do not drain health.

A giant iron paddle. It has no blade and thus has no cutting ability, but it can cause plenty of destruction with its size and weight alone. As one would expect, it is very useful for defense as well.

FAUST

Offense increases with Soul Charge, but requires energy to wield.

Offense: 100% Defense:130%

The Soul Charge effect decreases over time. Each strike, successful or not, drains health. Throws do not drain health.

Siegfried, the current holder of Soul Edge, used this swordsman during his mercenary days when he was searching for Soul Edge. It is probably this very sword that Siegfried used to spill the blood of his own father. It was once broken, but was later restored by the cursed power of Soul Edge.

SOUL CALIBUR

Legendary weapon. Wield it to discover its true power!

Offense: 100% Defense:125%

Restores health over time.

The spirit sword that has fought countless battles against Soul Edge behind the scenes of history, unbeknownst to man. It reacts to those of pure heart and gives its wielder the power to counter darkness. Just like the dark sword, it can change its form. It is a sword of light that fills its wielder with vitality merely by being held, but appropriately, it is actually somewhat weak against direct impact.

FLAMBERGE

Penetrates defenses, but guard is penetrable.

Offense: 100% Defense:100%

Flamberge allows through 20% of damage from blocked attacks. Opponents who block attacks from Flamberge still receive 30% damage from blow.

A two-handed sword with a flame-like wave design on the blade. It gives the weapon a beautiful outward appearance, but in fact, the wave design actually serves to make the sword difficult to guard against, making it easy to damage the enemy. On the other hand, it is also difficult to use it to guard against enemy attacks.

GLAM

Good offense and penetrates defenses, but easy to lose balance.

Offense: 130% Defense:80%

Opponents who block attacks from Glam still receive 15% damage from blow.

A black sword passed down over the ages, it is said to have once been used to slay a dragon. The symbols engraved on the blade apparently have some sort of mystical effect, and it boasts cutting power much greater than it appears to have. That sharpness allows it to damage opponents even if they manage to block the blow.

SOUL EDGE (GROWTH)

Good offense and recovers health, but guard is penetrable.

Offense: 120% Defense:100%

Soul Edge (Growth) allows through 20% of damage from blocked attacks. Restores health over time.

The form of the cursed sword Soul Edge after merging with a number of its fragments and recovering a great deal of its former power. While it is not yet complete, it already radiates a continuous aura of abominable evil energy, as if to boast its power to the world. A normal human being could not likely grip its hilt for long.

GALLEY OAR

A warrior from the east used something like this, apparently.

Offense: 80% Defense:80%

An oar from a galley ship with its handle cut short to make it easier to carry around. Perhaps it was modified by someone who heard the legend of the Japanese swordsman who won a duel with an oar and decided to try it himself. The ridiculous sight of using it as a weapon might cause opponents to let down their guard.

RAPHAEL

STILETTO

Penetrates defenses, but has a short reach.

Offense: 100% Defense:100%

Opponents who block attacks from Stiletto still receive 20% damage from blow.

A sword created to deal with the advancement of plate armor. It was designed solely for the sake of piercing and was feared on the battlefield by knights in armor. Its blade pierces through an opponent's armor and promises deep wounds.

SCHWEIZER

Offense increases with Soul Charge, but vulnerable to impact.

Offense: 100% Defense:100%

The Soul Charge effect decreases over time.

A sword used by the Roman Empire with a point modified for piercing. It is considered to be a type of bastard sword, but it actually more closely resembles a saber. This sword is a work of master craftsmanship that looks as if it could cut apart anything with a single full-strength blow.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to be the strongest in the world...

Offense: 140% Defense:130%

Drains health over time.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The form it has taken are legendary; as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It is an exceedingly powerful weapon, but it demands the wielder's soul in return.

FALMBERT (1P AND 2P)

Most familiar weapon and well-balanced weapon for him.

Offense: 100% Defense:100%

After losing in battle and being pursued even by his former friends and family, Raphael managed to take this sword with him from the Sorel family home. The Flambert is an amazingly sharp sword repair—Raphael continued to use the sword long after his departure from aristocracy. It is a well-balanced, easy to use weapon.

REITERPALLASCH

Good offense and penetrates defense, but easy to lose balance.

Offense: 130% Defense:80%

A long sword used by knights in Western Europe, it excels at both piercing and cutting. Its best feature is the hilt design which protects the wielder's hand. It has a sharp edge and can easily break an opponent's defense, but it is difficult to use it to block incoming attacks.

HOLY ANTLER

Good offense, but lacks defense.

Offense: 120% Defense:70%

A blessed sword that is said to banish evil and protect its wielder. It was carried primarily by holy warriors for the purpose of destroying demonic monsters. It is a piercing weapon and is not suited for blocking attacks. Perhaps it was created with the idea that faith itself is the strongest defense.

QUEEN'S GUARD

Legendary weapon. Wield it to discover its true power!

Offense: 130% Defense:140%

Successful strikes drain health. Throws do not drain health.

A legendary defensive weapon passed down through the royal family. Even now, royal guards protecting the Queen use swords with the same name, but they are the same in name only; this particular sword forces its wielder to fight even to the death to protect whomever he has sworn allegiance to protect. It also grants the power to accomplish this task.

EPEE

Good defense, but has weak single strikes.

Offense: 100% Defense:130%

A type of rapier with a thin blade. It was used by European nobles and knights for duels of honor, but it was uncommon for it to be used on the battlefield. Its light weight makes it difficult to knock aside enemy weapons, but it can be manipulated to keep the opponent's attacks in check.

WO DAO

Powerful single strikes with Soul Charge, but has short reach.

Offense: 125% Defense:100%

A sword from the country of Wo. In other words, it is the Ming Dynasty era Chinese name for a Japanese sword. Most of them were used only for display, but among them were some that were actually used in battle. This wo dao is one of them. Even as far away as Europe, the sharpness and power of Japanese swords were well-known.

ESTOC

Easy to Soul Charge and offense increases with Soul Charge.

Offense: 100% Defense:50%

The Soul Charge effect decreases over time.

A sword designed to pierce through an armored opponent. Resembling a giant needle, it has no problem shearing chain mail and can even penetrate plate armor if properly aimed. But because it lacks a wide blade, it is not good for defense.

CANE

A true gentleman never leaves home without it.

Offense: 70% Defense:60%

A favorite of gentlemen everywhere. It can even be used as a weapon in a pinch, assuming the wielder has sufficient training as a swordsman. Someone who fares an individual holding a cane and is familiar with Western sword techniques will surely let their guard down.

SEUNG MINA

HYUP DO

Defense increases with Soul Charge, but easy to lose balance.

Offense: 120% Defense:80%

The defensive Soul Charge effect increases over time until the effect ends in a few seconds. The offensive Soul Charge effect lasts for a few seconds without decreasing.

The hyup do is a long-handled sword common in China, but it is not used very often on the battlefield. This hyup do is intricately ornate and was most likely intended for use in performances. It is well-suited for flashy moves, but in the end it is still just a performance prop and does not stand up well to clashes against other weapons.

BARDICHE

Good offense, but guard is penetrable.

Offense: 130% Defense:100%

Bardiche allows through 20% of damage from blocked attacks.

A type of pole weapon used in Eastern Europe. Designed for ease of manufacturing and efficiency as a weapon, it has no extraneous decoration. Its weight gives it power when attacking, but in turn makes it hard to use defensively.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life...

Offense: 125% Defense:80%

Each successful strike restores health. Throws do not restore health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It needs the soul of its wielder even as it needs the flesh of its enemy.

SCARLET THUNDER (1P AND 2P)

Most familiar and well-balanced weapon for her.

Offense: 100% Defense:100%

A zanbatou passed down by members of the Seung Family in Korea. Seung Mina has been using this weapon since she was a young child. She has taken Scarlet Thunder with her on several of her past journeys, as it is her preferred blade. It is an incredibly well-balanced weapon.

NAGINATA

Powerful single strikes with Soul Charge, but lacks offense.

Offense: 70% Defense:100%

Opponents who block attacks from Naginata still receive 20% damage from blow.

A famous Japanese weapon consisting of a long bamboo with a curved blade on the end. Since it lacks a heavy blade, it is light despite its length, and thus it is possible for even those lacking in physical strength to still use it effectively.

HALBERD

Recovers health, but lacks defense.

Offense: 110% Defense:65%

Recovers health over time.

A hybrid of a spear and an ax. It can be used to slice, pierce, and hook. Its multi-purpose nature and strong attack power have led it to become a widely used weapon among foot soldiers. This particular halberd has a protective aura cast upon it, and merely holding it causes strength to flow through the wielder.

HRAESVELGR

Legendary weapon. Wield it to discover its true power!

Offense: 110% Defense:100%

Drains health over time. Each successful strike restores health. Throws do not restore health.

A legendary weapon with a swoosh, wing-like blade. It is said that in the hands of one with the capacity to wield it, one swing gathers clouds; two swings brings thunderstorms; and a third swing turns the sky blue once more. It is too heavy for normal human beings to use, but its power is unfathomable.

DEFENDER

Good defense, but lacks offense and has weak single strikes.

Offense: 60% Defense:145%

A lance that lives up to its name. It is difficult to use in an assault, but it shows its true worth when being used to protect something.

COUSE

Penetrates defenses, but vulnerable to impact.

Offense: 130% Defense:100%

A pole weapon used in the Holy Roman Empire. This cause stands out for its ornate decorations, a characteristic of weapons used by royal guards. All who view it as a mere ornamental piece will quickly come to regret it when they taste its power. As a result of its decorative elements, it is quite heavy. This enables it to damage opponents even when they are guarding.

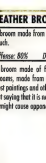
AMBASSADOR

Offense increases with Soul Charge, but requires energy to wield.

Offense: 100% Defense:100%

The Soul Charge effect decreases over time. Each strike, successful or not, drains health. Throws do not drain health.

One of the pole weapons favored by General Murato of the Ottomen Empire. The name "Ambassador" was derived from the fact that it was equipped by the finest most assault troops who cut a path into enemy territory. It was said that holding this weapon literally turned one into a monster, and the sight of it struck fear into enemy soldiers.



FEATHER BROOM

A broom made from feathers. It's soft and airy to the touch.

Offense: 80% Defense:80%

A broom made of feathers. Extremely high quality brooms, made from the softest feathers, are used to deal paintings and other kinds of artwork. It goes without saying that it is not actually a weapon, but perhaps it might cause opponents to let down their guard.

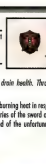
SOPHITIA

XI SWORD & GAME SHIELD

Powerful single strikes, but vulnerable to impact.

Offense: 100% Defense:100%

A holy sword and shield given to a Spartan knight, who once received a message from Hephaestus just as Sophitia did. He would later suffer a cursed fate, but the sword and shield retained their holy properties. However they also hold a curse, thus their power is unstable.



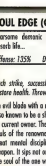
FIRE BLADE

Long reach and has good offense, but weaker receives damage.

Offense: 120% Defense:100%

Successful strikes against opponent drain health. Throws do not drain health.

A magic sword that is said to unleash burning heat in response to its wielder's emotion. There are also stories of the sword occasionally bursting into flame, searing the hand of the unfortunate warrior who wielded it.



SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life...

Offense: 135% Defense:100%

Each strike, successful or not, drains health. Successful strikes restore health. Throws do not affect health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It sips not only the life of those it wounds, but also drinks the soul of the one who wields it.

Ω SWORD & ELK SHIELD (1P AND 2P)

Most familiar and well-balanced weapon for her.

Offense: 100% Defense:100%

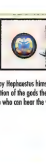
Sword and shield forged by Sophitia's husband, Rothion, from holy ore given to him by Hephaestus, the ancient Greek god of the forge. She received the blessing and protection of Hephaestus for the sake of her journey. Every bit of the design was created with Sophitia in mind, and they are thus perfectly balanced for her.

OWL SHIELD

Strong against impact, but lacks offense.

Offense: 60% Defense:125%

A holy shield said to have been forged by Hephaestus himself. One theory holds that it is a physical incarnation of the gods themselves and that it can only be handled by those who can hear the words of the gods.



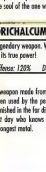
GLADIUS

Speed increases with Soul Charge, but offense decreases.

Offense: 100% Defense:100%

The offensive Soul Charge effect lasts a few seconds without decreasing.

A military weapon used in ancient Rome that later became the standard for all Western swords. The name "Gladius" means "sword" in Latin. As a result of the very simple and easy to use design, this weapon is suited for extremely agile attacks.

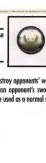


ORICHALCUM

Legendary weapon. Wield it to discover its true power!

Offense: 120% Defense:100%

A weapon made from orichalcum, a mysterious metal said to have been used by the people of the lost continent of Atlantis. Atlantis vanished in the far distant past, and there is no one left in the present day who knows how to forge it. It is said to be the world's strongest metal.

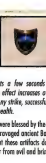


SWORDBREAKER

Easy to Soul Charge, but lacks offense and has short reach.

Offense: 70% Defense:100%

As its name implies, it was built to destroy opponents' weapons. It is generally used to catch and break an opponent's sword with the comb-shaped ridges, but it can also be used as a normal short sword.



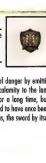
BLUE CRYSTAL ROD & BLUE LINE SHIELD

Recovers health, and defense increases with Soul Charge.

Offense: 70% Defense:100%

The offensive Soul Charge effect lasts a few seconds without decreasing. The defensive Soul Charge effect increases over time until the effect ends in a few seconds. Any strike, successful or not, restores health. Throws do not restore health.

According to legend, this rod and shield were blessed by the goddess Ishtar and used to defeat a demon that ravaged ancient Babylonia. The truth of the legend is unknown, but these artifacts do indeed possess a power that protects the bearer from evil and brings hope even in the darkest of times.

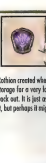


SYNVAL

Long reach and has powerful single strikes, but lacks defense.

Offense: 120% Defense:65%

A spirit sword that warns its wielder of danger by emitting a wind-like sound. It was foretold to bring calamity to the land and was sunk to the bottom of a fountain for a long time, but its blade remains as sharp as ever. It is believed to have once been part of a set that included matching armor. Thus, the sword by itself, it is not suited for defensive use.



MEMENTO

Body worn weapon, but adored by a loved one.

Offense: 100% Defense:50%

The first shield that Sophitia's husband Rothion created when he was still an apprentice. It was put away in storage for a very long time, but at some point someone brought it back out. It is just as ineffective as its worn-out shape would suggest, but perhaps it might cause opponents to let down their guard.

SPAWN®

MALICE

Reflects attacks, but lacks offense.

Offense: 80% *Defense:100%*

An ax forged by a nameless smith. This smith was wrongfully convicted of a crime he did not commit, and his own ax was used in his execution. Just before his demise, the smith placed a curse upon the weapon.

REAPER

Long reach and absorbs life, but guard is penetrable.

Offense: 100% *Defense:100%*

Successful strikes restore health. Throws do not restore health. Reaper allows through 30% of damage from blocked attacks, and restores health over time.

A powerful ax carried through countless battles by hundreds of warriors. Having absorbed the blood of its wielders and their enemies, it is rumored that this weapon become demonic, and gained the ability to absorb souls.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life....

Offense: 140% *Defense:100%*

Constantly drains health. Each successful strike restores health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which for it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon.

AGONY

Most familiar and well-balanced weapon for him.

Offense: 100% *Defense:100%*

Spawn's cape—almost an extension of his own form—takes on this shape for battle. All the axes that spawn wields are transformations of the cape in the image of the original weapon.

TORMENT

Strong offense, but has weak single strikes.

Offense: 125% *Defense:100%*

An ax created by Capello a torturer notorious for his cruel methods. Many criminals were used as test subjects during the development of this weapon, but Capello maintained that he was an artist to the very end. This ax is still coveted by many torturers.

VENGEANCE

Offense increases with Soul Charge, but guard is penetrable.

Offense: 120% *Defense:100%*

Vengeance allows through 20% of damage from blocked attacks, and restores health over time. Soul Charge effect gradually decreases with each strike, and over time.

According to eighth century records, an incantation for revenge was invoked during the forging of this weapon. The weapon itself was to be destroyed after the act of vengeance was completed, but having survived the ages intact, one wonders what vengeance the weapon has yet to fulfill.

ABOMINATION

A forgotten and despised axe. Wield it to discover its true power!

Offense: 220% *Defense:100%*

Each strike, successful or not, drains health. Throws do not drain health.

An ax supposedly carried by many who were never heard from again. Since neither the body nor the ax could be found whenever someone disappeared, some suspected that the ax was evil.

DESPAIR

Good defense and penetrates defenses, but easy to lose balance.

Offense: 100% *Defense:116%*

Opponents who block attacks from Despair still receive 40% damage from blow. Each successful strike, drains health. Throws do not drain health.

A demonic ax said to cause insanity in all who are touched by its blades. It is rumored that many have succumbed to this weapon, either its discovery on an altar in an old Turkish ruin.

MISERY

Excels in offense and defense, but vulnerable to impact.

Offense: 120% *Defense:120%*

A tool used to suppress criminals. Razor-sharp blades adorn both the inside and outside edges of this circular ax. Criminals who have this ax hung around their necks must remain perfectly still or risk serious injury.

REDEEMER

Speed increases with Soul Charge, but lose energy at the same time.

Offense: 70% *Defense:100%*

Soul Charge drains health, but effect lasts for a few strikes.

An ax once possessed by a powerful Assyrian archpriest. During this archpriest's rule, those who were struck down by this ax were said to have an honorable death.

SORROW

It must be an antique.

Offense: 80% *Defense:80%*

An ax treasured by an Italian antique merchant, as a memento of his wife. Sadly, the weapon was sold off for a small fraction of its value upon the merchant's death. The exquisite sharpness of its blades result from the fact that it was used as a weapon for quite some time.

TAKI

SLICER

Powerful Single strikes, but easy to lose balance.

Offense: 100% *Defense:80%*

Large knives invented by the huntsmen of the frozen north. They have slightly curved edges good for cutting meat, and the blades are sturdy and built to last. Due to their weight, it can be difficult to maintain balance when forced to use them defensively.

FUMAKUGI

Recover health, but have short reach and guard is penetrable.

Offense: 100% *Defense:100%*

Fumakugi allow through 20% of damage from blocked attacks. Successful strikes restore health. Throws do not restore health.

Weapons used by the Fu-Ma Clan to hunt demons; few outsiders are aware of their existence. They are said to bestow unlimited vitality upon the wielder and the ability to slay demonic monsters. But against anything else, they are nothing more than mediocre weapons.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to excel in offense and defense...

Offense: 140% *Defense:140%*

Each strike, successful or not, drains health. Throws do not drain health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It is true that it is an inhumanly powerful weapon, but...

REKKI-MARU & MEKKI-MARU (1P AND 2P)

Most familiar and well-balanced weapons for her.

Offense: 100% *Defense:100%*

Rekki-Maru is a demon-slaying sword that Taki created by infusing it with supernatural powers. Mekki-Maru was given to her by Hachidai, former ninja of the Fu-Ma Clan. She later increased its power with a fragment of Soul Edge. These weapons form a good balance of offense and defense—they are as much a part of Taki as her arms and legs.

KAGEKIRI

Penetrate defenses, but lack defense.

Offense: 100% *Defense:65%*

Opponents who block attacks from Kagekiri still receive 20% damage from blow.

Magic swords said to be capable of cutting even shadows. They are over a hundred years old, yet even now, they continue to fascinate all who look upon them. Their otherworldly shine bears testament to their cutting power.

SILENT EDGE

Long reach, but lack offense.

Offense: 80% *Defense:100%*

Weapons that can be used without making a sound. Widely used by European assassins, it is said that their manufacture was banned by those in power who feared assassination. Designed first and foremost to guarantee a successful sneak attack on the target, they only have the bare minimum killing power.

KRIS NAGA

Legendary weapons. Wield them to discover their true power!

Offense: 140% *Defense:100%*

The Soul Charge effect lasts for a few seconds without decreasing.

Mysterious short swords from the Malay Peninsula. A large number of these unusual weapons are magically enchanted. They unleash power in response to their wielder's will, but their strange shape makes them difficult to use. These weapons reacted most strongly to Taki's spiritual power.

KUNAI

Excel in offense and defense, but have short reach.

Offense: 120% *Defense:130%*

A type of bladed weapon used by the ninjas of Japan. It is said that they originated as digging tools. They can be thrown like shuriken, but they are primarily used while gripped in the hand. Those with experience can use them as if they were extensions of their own body.

YOROITOSHI

Powerful single strikes with Soul Charge, but lack defense.

Offense: 100% *Defense:70%*

Short swords designed to stab through the weak points of armor. Many soldiers equip them as backup weapons for the sake of taking down fully armored opponents. Due to their slender design, they are not useful for defense.

KAMIZOROE

Speed increases with Soul Charge, but lack offense.

Offense: 80% *Defense:100%*

The Soul Charge effect lasts for a few seconds without decreasing.

Its name means "hair-slicer"—so named because they were so sharp that a strand of hair placed upon the blades would fall to two. But because they were left abandoned in storage for so long, they no longer possess the sharpness of the original cutting edges. Even so, they are still capable of unleashing blindingly fast slashes that seem to split the very air itself.

TOBACCO PIPES

Don't be deceived by their innocuous look!

Offense: 80% *Defense:80%*

Metal pipes used for smoking tobacco. Folklore has it that tobacco smoke was once used to defeat a demon snake. Because wielding these weapons makes one appear unarmed at first glance, some opponents may be caught off-guard.

TALIM

TONFA

Powerful single strikes, but lack offense.

Offense: 85% Defense:120%

A type of weapon used in the unique martial arts of the Ryukyu Islands, a region that prospered as the midway point for trade between China and Japan. They are designed for balanced offense and defense. They have no actual blade, but they can deal powerful blows.

CHAQU

Good offense, but guard is penetrable.

Offense: 130% Defense:100%

Chaqu allows through 20% of damage from blocked attacks.

Types of kal, a Chinese weapon. Differing from a normal kal, these have a small blade attached near the grip. The grip, blade, and everything else are all designed for efficient attacks, in exchange for their efficiency, they have little defensive capability.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life...

Offense: 140% Defense:70%

Successful strikes restore health. Throws do not restore health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. In addition to draining the life of its opponents, it also brings misfortune to the one who wields it.

SYI SARIKA & LOKA LUHA (1P AND 2P)

Most familiar and well-balanced weapons for her.

Offense: 100% Defense:100%

A type of tonfa-like paired weapons called elbow blades, used by the wind-worshipping people of Southeast Asia in ceremonial dances. They are usually thought of more as ritual items than as weapons. These elbow blades are well-balanced and can take the rigors of combat.

SIDE HARPE

Powerful single strikes with Soul Charge, but lack offense.

Offense: 60% Defense:100%

There is an ancient Grecian sickle-sword known as a harpe, but these blades are far removed from that weapon. They were once owned by a collector of rare swords, but they were stolen, and their whereabouts became unknown. Skillfully applying strength yields powerful attacks. Unfortunately, their cutting edges have dulled over the years

CAO ANKANA

Long reach and penetrate defenses, but requires energy.

Offense: 100% Defense:100%

Opponents who block attacks from Cao Ankana still receive 30% damage from blow. Drains health over time.

Special elbow blades created for the purpose of opposing out-of-season windstorms and last typhoons. Unlike normal elbow blades, these is only one because the other blade is buried as part of the ritual to appease the wind. Its large size and heavy weight translate directly to high damage, but it takes stamina to swing.

SOUL CALIBUR

Legendary weapon. Wield it to discover its true power.

Offense: 70% Defense:80%

Any strike, successful or not, restores health. Throws do not restore health.

The spirit sword that has fought countless battles against Soul Edge behind the scenes of history, unbeknownst to man. It reacts to those of pure heart and gives its wielder the power to counter darkness. Just like the dark sword, it can change its form. It actually calls forth hope and grants vitality when its owner is in danger.

WIND GUIDE

Good defense and penetrate defenses, but easy to lose balance.

Offense: 100% Defense:116%

Opponents who block attacks from Wind Guide still receive 40% damage from blow.

A pair of elbow blades used in wind-worshipping ceremonies. They are used once a year in the dance to welcome the wind that circles the earth. This dance has the theme of how humans should relate to the embracing wind, and it makes a firm impression in the mind of those who see it. They are sturdy weapons, but difficult to use.

DOUBLE CRESCENT BLADE

Excel in offense and defense. Offense increases with Soul Charge.

Offense: 130% Defense:130%

The Soul Charge effect decreases over time.

Unusual weapons consisting of two overlapping crescent blades. They were uncovered as burial treasure in an ancient grave. The same Double Crescent Blade was given to them by a later owner; their real names are unknown. On top of their sturdy construction and sharp blade, they respond to their wielder's fighting spirit and become even heavier and sharper.

MAILA KARI

Long reach, but wielder receives damage.

Offense: 100% Defense:100%

Successful strikes drain health. Throws do not drain health.

Ancient elbow blades that are said to generate wind when swung. They were taken from the village of the wind-deity and lost when they were transferred into the hands of a European noble. The true value of these precious treasures went unknown, and they were treated as mere decorations. They are difficult weapons to use because their wielder is constantly buffeted by the wind.

WEIGHT

I'm sorry. Please forgive me, I won't do it again!

Offense: 80% Defense:80%

In the village where Talim was born, children were occasionally punished by forcing them to stand for several hours while holding heavy weights created in the shape of elbow blades. They are not weapons, but perhaps opponents who see them may let down their guard.

VOLDO

TOFANA SCISSORS

Good offense, but require energy to wield.

Offense: 130% Defense:100%

Unusual weapons shaped like pairs of scissors. As appropriate for weapons named after the famous Tofana poison water, the blades are imbued with poison. But, perhaps as some sort of malicious joke on the part of the designer, they poison seeks through the hilt and reaches the wielder as well.

HEAVY JUR

Long reach, but vulnerable to impact.

Offense: 100% Defense:100%

Jurs are made of metal and resemble animal horns. These ones are unusually large variants that make a powerful impression worthy of their names.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to penetrate defenses...

Offense: 135% Defense:100%

Opponents who block attacks from Soul Edge (Complete) still receive 30% damage from blow.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. The insatiable blade will inevitably consume all the souls around it.

MANAS & AYUS (1P AND 2P)

Most familiar and well-balanced weapons for him.

Offense: 100% Defense:100%

A pair of katars from Vercci's collection that Vercci himself found when leading his float in search of Soul Edge. Since his death, they have been used by Voldo. They are valued not only as works of art, but also as excellently balanced weapons.

SHAME & BLAME

Good defense, but lack offense.

Offense: 80% Defense:120%

A pair of katars obtained by Vercci on his journey across the seas. Voldo used them to defeat intruders, but even when stained with blood they remain stunning works of art. Their heavy blades are sturdy and well-suited to defense.

KARMA & MARA

Good defense, but have weak single strikes.

Offense: 100% Defense:130%

A pair of katars obtained by Vercci on his journey across the seas. They are valuable works of art, but from the fact that Voldo chose to fight with them, it is safe to say that they are also quite effective as weapons. The blades are heavy, and the overall design is robust and sturdy.

GUILLOTINE

Legendary weapons. Wield them to discover their true power!

Offense: 100% Defense:100%

The Soul Charge effect decreases over time.

Large pendulum-styled guillotines. The areas behind the blades are shaped conveniently for gripping, and they can be used as is like a weapon, but they are heavy and require strength to handle. They are appropriate weapons for one such as Voldo whose duty is to deliver justice to intruders.

CAT CLAWS

Good offense, but easy to lose balance.

Offense: 120% Defense:80%

Weapons long favored by assassins. They consist of several sharp claws fixed in parallel on a pair of gauntlets. Striking the enemy with these weapons cause wounds as if clawed by an animal. They excel in delivering damage but are somewhat fragile and ill-suited for defense.

IRON RAM

Offense increases with Soul Charge, but defense decreases.

Offense: 100% Defense:100%

The defensive Soul Charge effect drops defense to 80 and lasts only one hit. The offensive Soul Charge effect decreases over time.

Giant iron spikes used for torture and execution. Spiral patterns are engraved into the surface, but they are not for decoration—upon piercing an enemy, they allow the blood to flow freely. They are constructed so that the killing power increases with applied force.

FULL MOON

Long reach and strong against impact, but lack offense.

Offense: 70% Defense:100%

Eastern weapons consisting of iron rings with blocked outer edges. Their ring shape actually gives them good defensive capabilities. They are better suited for clashing than for thrusting. Wielding them effectively takes significant skill.

TAMBOURINES

Old, antique instruments treasured by Vercci.

Offense: 80% Defense:80%

The tambourines has a very long history, and drawings of it that date back before the birth of Christ look little different than modern ones. These particular tambourines, a part of Vercci's collection, are presumably extremely old and valuable. They are not weapons, but perhaps it might lead opponents to let their guard down.

XIANGHUA

NORTHERN STAR

Powerful single strikes, but easy to lose balance.

Offense: 120% Defense:80%

A magic short sword bearing special markings. Some ships' crews use this sword to ritually carve a star into the mast of their ship as a prayer for safe sailing. Its sharp point makes it good for attacking, but it is not suited for defensive use.

QI XING SWORD

Long reach and has powerful single strikes, but lacks offense/defense.

Offense: 80% Defense:80%

A treasured sword said to have been used by a sage who lived in the sacred mountains of Kunlun in China. It is said that he used the sword as part of a ritual to prepare elixirs of immortality. The "Qi Xing (Seven Stars)" of its name refers to the seven stars of the Big Dipper, said to govern death. Since it is not really a weapon it doesn't inflict much damage, but it has great restorative power against an enemy blade.

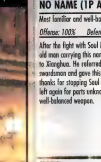
SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to increase in power with Soul Charge...

Offense: 120% Defense:100%

Each strike, successful or not, drains health. Throws do not drain health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It increases its cutting power by enhancing and then devouring the spirit of its wielder.

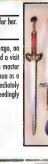


NO NAME (1P AND 2P)

Most familiar and well-balanced weapon for her.

Offense: 100% Defense:100%

After the fight with Soul Edge four years ago, an old man carrying this nameless sword paid a visit to Xianghua. He referred to himself as a master swordsman and gave this sword to Xianghua as a thanks for stopping Soul Edge, then immediately left again for parts unknown. It is an exceedingly well-balanced weapon.



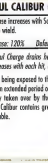
SOUL CALIBUR (EVIL)

Offense increases with Soul Charge, but requires energy to wield.

Offense: 120% Defense:70%

A Soul Charge drains health. The Soul Charge effect decreases with each hit, and over time.

After being exposed to the poisonous evil of Soul Edge for an extended period of time, Soul Calibur was eventually taken over by the cursed sword. This form of Soul Calibur contains great power, but it is incredibly unstable.

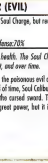


KRITA-YUGA

Health recovers with Soul Charge.

Offense: 100% Defense:100%

One of the three treasures of the Ling-Shang Su Temple. It is said that it changes form based on its surroundings. It was last into a void during the battle with Soul Edge four years ago. According to legend, it fills its wielder with overflowing vitality.



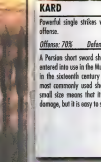
SOUL CALIBUR

Legendary weapon. Wield it to discover its true power!

Offense: 120% Defense:80%

Successful strikes restore health. Throws do not restore health.

The spirit sword that has fought countless battles against Soul Edge behind the scenes of history, unbeknownst to man. It reacts to those of pure heart and gives its wielder the power to counter darkness. Just like the dark sword, it can change its form. It is the true form of the Kirits Yuga. It is a blessed blade that fills its wielder with power and strikes at the forces of evil.

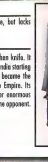


KARD

Powerful single strikes with Soul Charge, but lacks offense.

Offense: 70% Defense:100%

A Persian short sword shaped like a kitchen knife. It entered into use in the Mughal Empire in India starting in the sixteenth century and eventually became the most commonly used short sword in the Empire. Its small size means that it does not deliver enormous damage, but it is easy to score hits upon the opponent.



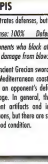
KOPIS

Penetrates defenses, but has short reach.

Offense: 100% Defense:100%

Opponents who block attacks from Kopis still receive 30% damage from blow.

An ancient Grecian sword used extensively throughout the Mediterranean coast. Its curved blade can penetrate an opponent's defense and successfully deliver damage. In general, those that exist today are all ancient artifacts and in no shape to be used as weapons, but there are still some like this one that are in good condition.

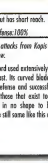


BLUE STORM

Long reach and has good offense, but vulnerable to impact.

Offense: 120% Defense:80%

A Tang dynasty Chinese long sword passed down as a family treasure through members of the Seung Family in Korea. It was carried by Korea's greatest hero on his first quest for Soul Edge and aided him greatly on his journey. It saw a number of fierce battles along the way and is now somewhat worn.

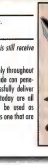


CALLIGRAPHY BRUSH

It's not much of a weapon, but it is still a fabled item.

Offense: 80% Defense:80%

A tool for writing letters with ink. Among members of the Chai Family in China, well-known for the number of successful military men it has produced, there is a story of a Chai ancestor that once fought off an assassin with a brush such as this one. It's not really a weapon, but perhaps that will cause opponents to let down their guard.



YOSHIMITSU

KASTANE

Good offense and has powerful single strikes, but easy to lose balance.

Offense: 130% Defense:80%

A Sri Lankan carved sword. It is intricately decorated and at first glance looks like it is a ceremonial sword, but it is in fact a sturdy weapon. It stands up well against clashes with an opponent's weapon, but unfortunately, it is poorly balanced which makes it difficult to maintain an effective stance in battle.

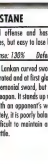
KAGEKIYO

Powerful single strikes with Soul Charge, but requires energy to wield.

Offense: 160% Defense:70%

Drains health over time.

A secret sword with an incredibly long blade. While the truth is unknown, it is described in a variety of legends. One famous lore says that the sword grants power and luck to those who brave sworn revenge. Its edge is unusually sharp, but, as befitting the legend, it clouds and enrages the mind of its wielder.



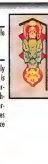
SOUL EDGE (COMPLETE)

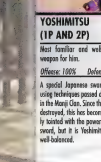
Fearsome demonic weapon said to absorb life...

Offense: 140% Defense:100%

Each successful strike restores health. Throws do not restore health. If Yoshimitsu wields this weapon, guarding is ineffective.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. The cursed blade sips from the souls of its victims and dulls its wielder's sense of fear and ability to recognize danger.





YOSHIMITSU (1P AND 2P)

Most familiar and well-balanced weapon for him.

Offense: 100% Defense:100%

A special Japanese sword created using techniques passed down within the Manji Clan. Since the clan was destroyed, this has become the final sword of its type. It is currently trusted with the power of Soul Edge and has become a demonic sword, but it is Yoshimitsu's preferred weapon. It is exceedingly well-balanced.

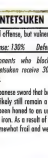
ZANTETSUKEN

Good offense, but vulnerable to impact.

Offense: 130% Defense:100%

Opponents who block attacks from Zantetsuken receive 30% damage from blow.

A Japanese sword that bears no name, yet will likely still remain a legend. Its blade has been honed to an unbelievable sharpness and can cut through even iron. As a result of its focus on cutting ability above all else, it is somewhat frail and weak when struck by an opponent's weapon.



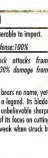
PAKAYUN

Speed increases with Soul Charge, but lacks defense.

Offense: 100% Defense:70%

The Soul Charge effect lasts for a few seconds without decreasing.

A modern sword created in Borneo. The Pakayun combines a Western saber with a bolo design that is unique to Borneo, and it can be said to be a symbol of the meeting of two cultures. Its light construction makes it well-suited for agile attacks, but in turn, poorly suited to stopping an opponent's blow.



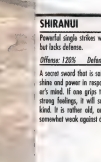
HIHIIROKANE

Legendary weapon. Wield it to discover its true power!

Offense: 130% Defense:100%

The Soul Charge effect decreases over time.

A mystically sparkling sword. Hihiirokane is the name of a mysterious Japanese metal of which little is known. It is said to respond to strong emotions and lasts for thousands of years without degrading. This sword is apparently made of that metal. However, it has been quite some time since its blade was sharp...

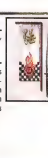


SHIRANUI

Powerful single strikes with Soul Charge, but lacks defense.

Offense: 120% Defense:65%

A secret sword that is said to increase its chiss and power in response to its wielder's mind. If one grips this weapon with strong feelings, it will surely respond in kind. It is rather old, and as such, it is somewhat weak against direct blows.

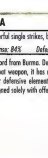


DHA

Powerful single strikes, but lacks offense.

Offense: 84% Defense:100%

A sword from Burma. Despite being a real combat weapon, it has no hand guard or other defensive elements. Perhaps it was designed solely with offense in mind.



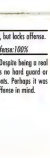
MONOHOSHIZAO

Long reach, but requires energy to wield.

Offense: 100% Defense:100%

Each strike, successful or not, drains health. Throws do not drain health.

A steel sword said to have been carried by the famous Japanese swordsman, Kojirō Sasaki. It boasts an unusually long and heavy blade for a Japanese sword, and it takes an extraordinary man to even draw it from its scabbard, much less wield it in combat.

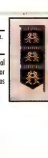


SHEPHERD'S CROOK

Yoshi had a little lamb, its fleece was white as snow.

Offense: 80% Defense:80%

A staff with a curved end, carried by shepherds. It is a tool for catching sheep by the body or legs and controlling their movement, and is also sometimes referred to as a shepherd's staff. It is obviously not a weapon, but perhaps because of this it might cause some opponents to let down their guard.



YUNSUNG

KHANJAR

Powerful single strikes, but has a short reach.

Offense: 100% Defense:120%

Originally created in twelfth century Turkey, it is now widely used everywhere from Persia to India. Its sharp, curved blade which matches its name (meaning "meat cutting knife," in Arabic) makes it easy to attack while knocking aside the enemy's attacks.

CHENG YING

Easy to Soul Charge, but lacks offense and defense.

Offense: 80% Defense:80%

One of the three legendary Shang dynasty treasure swords. It is said that its blade can only be seen, barely, at dusk and dawn, and even then only if the sword is pointed northwest. The blade's very existence is unstable, making it difficult for an enemy to block, but likewise, it is difficult to use it to guard against the opponent's attacks as well.

SOUL EDGE (COMPLETE)

Fearsome demonic weapon said to absorb life...

Offense: 135% Defense:100%

Soul Edge (Complete) allows through 50% of damage from blocked attacks. Successful strikes restore health. Throws do not restore health.

An evil blade with a reputation for devouring souls. This weapon is also known to be a shape-shifter—which form it takes depends on its current owner. The forms it has taken are legendary, as are the souls of the renowned warriors it has consumed. Only those with great mental discipline can retain their will while wielding this weapon. It is an evil weapon which taps the strength of the enemy it wounds and rends the soul of the one who holds it.

WHITE STORM (1P AND 2P)

Most familiar and well-balanced weapon for him.

Offense: 100% Defense:100%

A sword passed down as a family treasure in the Korean Seung Family, famous for its martial artists. It is said that its blade shows the reflection of the deepest parts of its wielder's heart. After re-examining his own heart, Yunsung decided to go out in search of Soul Edge. As appropriate for a Seung Family treasure, it is an exceedingly well-balanced sword.

XIAO LIAN

Long reach, but wielder receives damage.

Offense: 100% Defense:100%

Successful strikes drain health. Throws do not drain health.

One of the three legendary Shang dynasty treasure swords. It is said that during the day, only its shadow can be seen, and during the night, only the light that it radiates allows you to find its location. It is said that the sword can partially change its shape at its wielder's will, but it is also said that it is difficult for a normal human body to withstand the sword's power.

RAMDAO

Long reach and absorbs health, but guard is penetrable.

Offense: 100% Defense:80%

Ramdao allows through 20% of damage from blocked attacks. Successful strikes restore health. Throws do not restore health.

A widely used sacrificial sword from Nepal. It has a characteristic eye-motif decorating the end of the blade. It has the power to sap the life from its enemies and heal the body of its wielder. As a result of its long reach, the shock when absorbing enemy attacks is increased, making it difficult to guard effectively.

HAN GUANG

Legendary weapon. Would it to discover its true potential!

Offense: 100% Defense:90%

A Soul Charge drains health. The Soul Charge effect lasts for a few seconds without decreasing. Opponents who block attacks from Han Guang receive 10% damage from blow.

One of the three legendary Shang dynasty treasure swords. Its blade has an physical presence, and it is said that those cut by it do not even realize that they have been hit. It boasts a surprising lightness and a long reach, but it saps the life of its wielder with every swing. It is unlikely that any human can truly handle it.

MACHETE

Penetrates defenses, but lacks defense.

Offense: 100% Defense:60%

Opponents who block attacks from Machete receive 20% damage from blow.

A type of blade used by the indigenous people in the land beyond the Atlantic Ocean. Most that people encounter are actually replicas made in Europe, but this particular one is a rare authentic one brought back by sailors. Its heavy blade can cause impact damage even when blocked.

GIANT BUTCHER KNIFE

Good offense, but has a short reach.

Offense: 120% Defense:100%

A simple sword designed for mass production. It was designed expressly for soldiers and was used on the battlefield. It was given the name "Giant Butcher Knife" by these soldiers, but of course it was not used for cooking. Its heavy blade, designed for killing, has a short reach but packs a powerful punch.

BLUE THUNDER

Powerful single strikes, but lacks offense.

Offense: 102% Defense:100%

A sword that Korean Admiral Lee Sun Shin received in his younger days from his closest friend, Seung Hun Myeong. When the Korean national hero, Hwang, went out on his second quest for the Sword of Salvation, the Admiral himself presented this sword to him. It does not do much damage with each hit, but its weight breaks the opponent's stance.

CHILD'S SWORD

And what am I supposed to do with this?

Offense: 80% Defense:80%

A sword that Seung Mina once gave to Yunsung. Upon close examination, the words, "For little kids" have been engraved onto an inconspicuous place. In other words, she'd been treating him like a child when she gave it to him. It is completely ineffective as a weapon, but perhaps it will cause opponents to let down their guard.

THERE'S MORE TO LEARN!

The information printed in italics (including the Offense and Defense percentages, which may fluctuate between hits) does not cover every trait that these Extra weapons possess. In order to learn all of the traits locked inside the Extra weapons of SOULCALIBUR, and how these weapons add a new layer of gameplay to this already impressively deep game, spend time in Extra Practice Mode, or any of the other Extra game modes. It will be time well spent!

The percentages given for Offense represent the change in damage done while using that weapon compared to the damage done with a given character's base weapon. For example, an attack that inflicts 10 damage with the standard weapon inflicts 12 damage with a weapon that has an Offense of 120%.

The percentages given for Defense represent the change in damage taken while using that weapon compared to the damage taken with a given character's base weapon. For example, an attack that normally inflicts 10 points of damage inflicts only 8 points of damage against a weapon that has a defense of 120%. The 120% Defense (from this example) means that the damage taken is reduced by 20%.

By Paul Edwards and Michael Lummis

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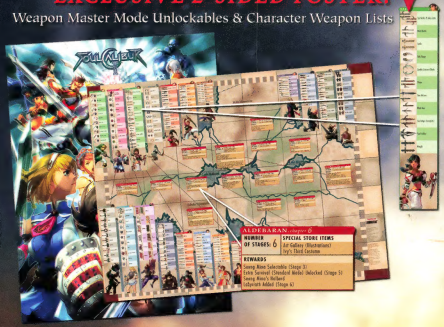

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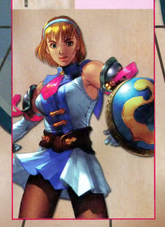
SOULCALIBUR II®

LINK

- Master Sword
- Razor Sword
- Armos Series
- Magatsu Hammer
- Cane of Byrna
- Mirror Shield
- Magic Sword
- Biggoron's Sword
- Soul Edge (Complete)
- Great Fairy Sword
- Bug-Catching Net

CASSANDRA

- Ω Sword & Nemea Shield
- Spiked Shield
- Dark Blade
- Metesashi
- Spine Blade
- Katzbalger
- Red Crystal Rod
- Ivan the Terrible
- Soul Edge (Complete)
- Valkyrie
- Keepsake



TALIM

- Syi Sarika & Loka Luha
- Wind Guide
- Tonfa
- Side Harpe
- Double Crescent Blade
- Chaqu
- Cao Ankana
- Maila Kari
- Soul Edge (Complete)
- Soul Calibur
- Weight

VOLDO

- Manas & Ayus
- Cat Claws
- Tofana Scissors
- Shame & Blame
- Iron Ram
- Heavy Jur
- Karma & Mara
- Full Moon
- Soul Edge (Complete)
- Guillotine
- Tambourines

TAKI

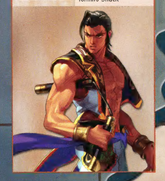
- Rekki-Maru & Mekki-Maru
- Kunai
- Slicer
- Kagekiri
- Yoroitoshi
- Fumokugi
- Silent Edge
- Kamizoroe
- Soul Edge (Complete)
- Kiss Naga
- Tobacco Pipes

YUNSUNG

- White Storm
- Machete
- Khanjar
- Xiao Lian
- Giant Butcher Knife
- Cheng Ying
- Ramdao
- Blue Thunder
- Soul Edge (Complete)
- Han Guang
- Child's Sword

MAXI

- Sorvuju
- Tetsuryu
- Chained Kazuka
- Fatibal
- Raimei
- Fuzoroi
- Modified Flail
- Falcon
- Soul Edge (Complete)
- Vajra
- Termite Snack

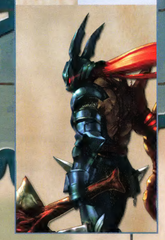


RAPHAEL

- Flambert
- Epee
- Stiletto
- Reiterpallasch
- Wo Dao
- Schweizer
- Holy Antler
- Estoc
- Soul Edge (Complete)
- Queen's Guard
- Cane

NIGHTMARE

- Soul Edge
- Flamberge
- Great Blade
- Steel Paddle
- Glam
- Requiem
- Faust
- Soul Edge (Growth)
- Soul Edge (Complete)
- Soul Calibur
- Galley Oar



CERVANTES

- Soul Edge & Nirvana
- Falchion
- Firangi
- Erfang's Blade
- Acheron
- Phlegethon
- Cocytus
- Styx
- Soul Edge (Complete)
- Lethe
- Imitation Sword

HEIHACHI

- Kiaissen
- Gojou
- Hokuraimononofu
- Kenkoudaichi
- Tenkamusou
- Hibitaroren
- Hadokaikkan
- Dohatsuton
- Soul Edge (Complete)
- Tekkaen
- Neshougatsu

Mira Mountains

CASTOR. *extra chapter 1*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Soul Edge (Complete) Weapons

REWARDS
Extra Time Attack (Extreme Mode) Added
Kilik's Bamboo Staff
Astaroth's Soul Edge (Complete)
Nightmare's Galley Oar

ALTAIR. *chapter 5*

NUMBER OF STAGES: 2	SPECIAL STORE ITEMS
	Hi-Res Art Gallery Astaroth's Third Costume

REWARDS
Extra Time Attack (Standard Mode) Enabled (Stage 1)
Xianghua's Soul Calibur (Evil) (Stage 2)

ALIOTH. *subchapter 2*

NUMBER OF STAGES: 4	SPECIAL STORE ITEMS
	Interesting Weapon Purchases Sophitia's Third Costume Seung Mina's Third Costume

REWARDS
Xianghua's Soul Edge (Complete)
Voldo's Soul Edge (Complete)
Taki's Soul Edge (Complete)
Lizardman Selectable (Beat All Stages of Alioth)

SPECIAL
This is the hardest section of Weapon Master Mode to reach. To unlock this area, a player's ranking must be into the Edgemaster range (Level 71 is the first Edgemaster rank). After that, the player must overcome Chapter 3, Stage 4 a second or third time simply to uncover the road into Alioth).

ALGOL. *chapter 9*

NUMBER OF STAGES: 4	SPECIAL STORE ITEMS
	Talim's Third Costume

REWARDS
Extra Time Attack (Alternative Mode) Enabled (Stage 4)

POLLUX. *subchapter 3*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	None

REWARDS
Assassin Selectable
Mitsurugi's Souvenir Gift

SPECIAL
Complete Stage Three to unlock Subchapter 4.

Lake Merak

Lake Betnash

REGULUS. *chapter 1*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Weapon Gallery Mitsurugi's Third Costume

REWARDS
Extra Practice Mode (Beat Stage 1)
Lakeside Coliseum Selectable (Beat Stage 3)

THUBAN. *chapter 2*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Battle Theater Taki's Third Costume

REWARDS
Yoshimitsu Selectable (Beat Stage 3)

BENETNASCH. *chapter 3*

NUMBER OF STAGES: 4	SPECIAL STORE ITEMS
	Voldo's Third Costume

REWARDS
Charade Selectable (Beat Stage 1)
Cervantes Selectable (Beat Stage 4)

SPECIAL
Completing Stage 3 unlocks Subchapter 1

MIZAR. *chapter 4*

NUMBER OF STAGES: 5	SPECIAL STORE ITEMS
	Nightmare's Third Costume

REWARDS
Money Pit—Top Tier Selectable (Stage 1)
Talim's Double Crescent Blade (Stage 2)
Raphael's Schweizer (Stage 4)
Sophitia Selectable (Stage 5)
Maxi's Fuzoroi (Stage 5)

ALDEBARAN. *chapter 6*

NUMBER OF STAGES: 6	SPECIAL STORE ITEMS
	Art Gallery (Illustrations) Ivy's Third Costume

REWARDS
Seung Mina Selectable (Stage 3)
Extra Survival (Standard Mode) Unlocked (Stage 5)
Seung Mina's Halberd
Labyrinth Added (Stage 6)

MERAK. *chapter 8*

NUMBER OF STAGES: 6	SPECIAL STORE ITEMS
	Raphael's Third Costume

REWARDS
Nightmare's Third Costume (Stage 6)
Egyptian Crypt Added (Stage 5)
Necrid's Ethereal Edge (Stage 5)

SPECIAL
Completing Stage 2 unlocks Subchapter 3.

ANTARES. *chapter 10*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Cassandra's Third Costume

REWARDS
Seung Mina's Ambassador (Stage 2)
Sophitia's Synaval (Stage 2)
Weapon Master Opening Available (Stage 3)
Weapon Master Ending (Stage 3—Second Pass)

SPECIAL
Defeating Inferno at the end of Chapter 10 unlocks the second pass for every mission in the world map. This widens the search for gold, experience, and special items; it is the only way to collect all of the items in the game.

Schedar Mountain

SCHEDAR. *subchapter 1*

NUMBER OF STAGES: 1	SPECIAL STORE ITEMS
	Exhibition Theater Purchases

REWARDS
Extra Team Battle Mode Unlocked
Berserker Selectable

SPECIAL
The dungeon in this area is filled with Berserkers, the Astaroth clone. Try to use a character that deals with Berserker appropriately. Taki with one of her more damaging weapons can make this a more pleasant experience.

RIGEL. *chapter 7*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Art Gallery (Special) Xianghua's Third Costume

REWARDS
Hwangseo Palace/Phoenix Court Added (Stage 2)
Nightmare's Soul Edge (Growth) (Stage 3)

PROCYON. *subchapter 4*

NUMBER OF STAGES: 5	SPECIAL STORE ITEMS
	None

REWARDS
Mitsurugi's Soul Edge (Complete)
Cassandra's Soul Edge (Complete)

CEPHEUS. *extra chapter 2*

NUMBER OF STAGES: 3	SPECIAL STORE ITEMS
	Ending (Arcade Version) Powerful Weapon Purchases

REWARDS
Extra Survival (No Recovery Mode) Added
Ivy's Prototype Ivy Blade
Necrid's Soul Edge (Complete)
Sophitia's Memento

SPAWN

- Agony
- Despair
- Malice
- Torment
- Misery
- Reaper
- Vengeance
- Redeemer
- Soul Edge (Complete)
- Abomination
- Sorrow

SOPHITIA

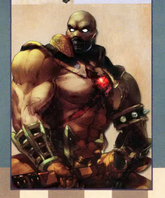
- Ω Sword & Elk Shield
- Swordbreaker
- Xi Sword
- Owl Shield
- Blue Crystal Rod
- Fire Blade
- Gladius
- Synval
- Soul Edge (Complete)
- Orichalcum
- Memento

YOSHIMITSU

- Yoshimitsu
- Shiranui
- Kastane
- Zantetsuken
- Dha
- Kagekiyo
- Pakayun
- Monohoshizao
- Soul Edge (Complete)
- Hihirokane
- Shepherd's Crook

ASTAROTH

- Kulutues
- War Hammer
- Terror Moon
- Battle Ax
- Great Maul
- Tobar
- Nanbantu
- Bulova
- Soul Edge (Complete)
- Thanatos
- Rock



MITSURUGI

- Shishi-Oh
- Korefuji
- Two-Handed Sword
- Shamshir
- Basilard
- Gessan
- Tulwar
- Mesamune
- Soul Edge (Complete)
- Damascus Sword
- Souvenir Gift

XIANGHUA

- No Name
- Kard
- Northern Star
- Soul Calibur (Evil)
- Kopis
- Qi Xing Sword
- Krita-Yuga
- Blue Storm
- Soul Edge (Complete)
- Soul Calibur
- Calligraphy Brush

SEUNG MINA

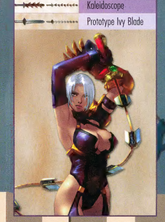
- Scarlet Thunder
- Defender
- Hyup Do
- Nagginata
- Couse
- Bardiche
- Halberd
- Ambassador
- Soul Edge (Complete)
- Hraesvelgr
- Feather Broom

KILIK

- Kali-Yuga
- Quarterstaff
- Ling-Sheng Su Bo
- Iron Staff
- Kunlun Bamboo
- Rokusiakubohi
- Amud
- Duel Rod
- Soul Edge (Complete)
- Jingu Staff
- Bamboo Staff

IVY

- Valentine
- Mirage Blade
- Wiseman Mace
- Dream Blade
- Chained Flail
- Viper Edge
- Akraune
- Demon Tail
- Soul Edge (Complete)
- Kaleidoscope
- Prototype Ivy Blade



Tropical Sea

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